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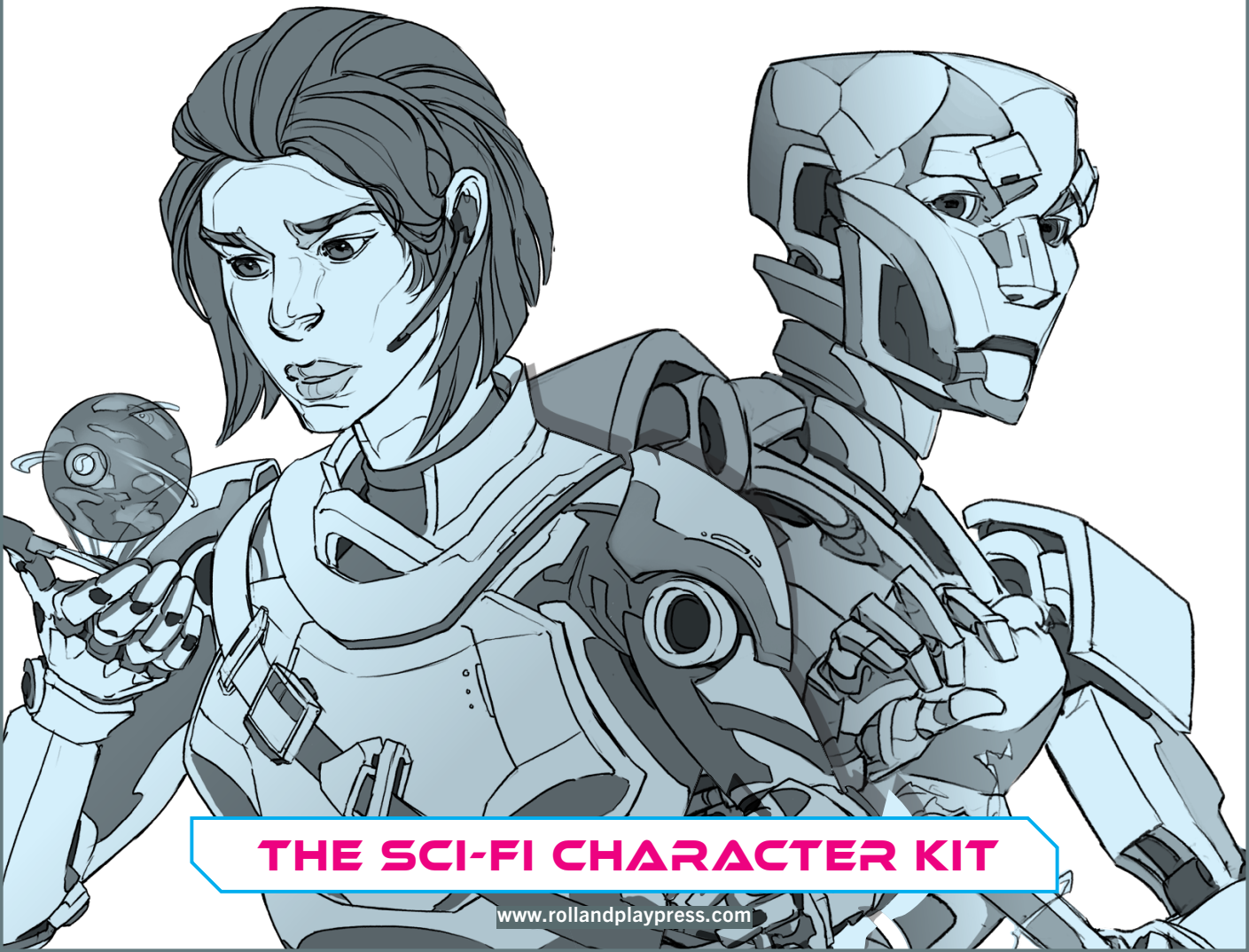

THE SCI-FI CHARACTER KIT

www.rollandplaypress.com

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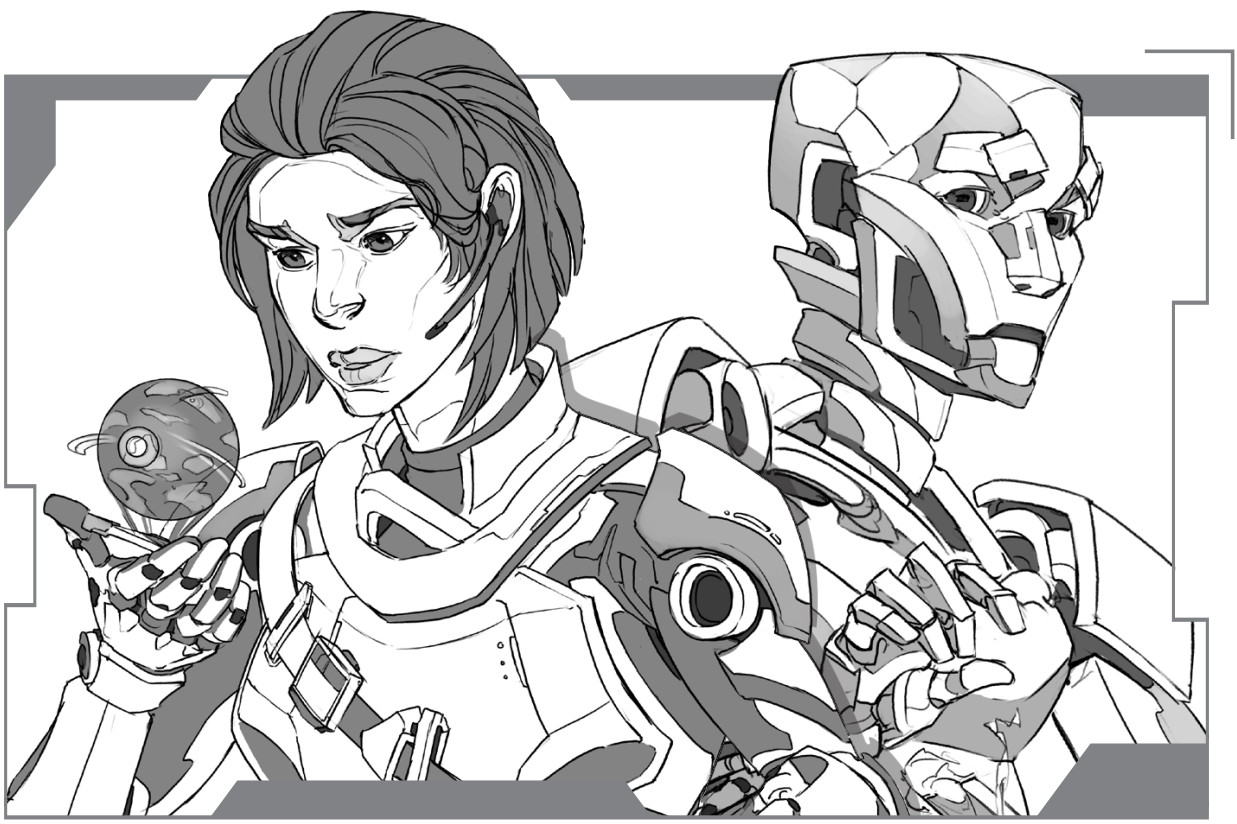
ROLL & PLAY

THE SCI-FI CHARACTER KIT

Written and edited by
Sam Bartlett and Beth Davies



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INTRODUCTION

Welcome to space, or the future, or both!

If you're a player designing a character for your next galactic adventure, or a game master who loves creating NPCs to fill their universe, ***The Sci-Fi Character Kit*** is for you. Within the pages of this book, you'll find hundreds of random tables to help you quickly generate amazing backstories, personalities, weapons, armour, locations and trinkets for your characters – and so much more.

The book is split into chapters covering many familiar sci-fi character types, so everything you need is easy to find. As your campaign develops, you can also use this book as inspiration for new skills, motivations, connections, items or organisations that your character encounters along the way. The possibilities are as infinite as the stars.

I'm so excited to hear about all the wonderful characters you create!

All the best for the adventures ahead,

Sam

HOW TO USE THIS BOOK

The concept is simple, when creating a new character, follow these five steps:

1. Go to the tables or chapter you need

2. Roll the indicated dice on a range of tables

3. Look up the outcomes and note them down

4. Write your character's backstory based on your results

5. Determine stats for your character, according to your RPG system

And that's it! You will have just produced a well-rounded character with an imaginative backstory and detailed description. Of course you can also use the tables as a spark to ignite your creativity, adapting anything in the book with your own unique ideas!

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BUILDING A CHARACTER

Every gaming system approaches character creation in a slightly different way. The chapters in this book reflect common RPG character classes – often this is the career path or skill set your character has chosen to pursue. Other common components of RPG character building are listed below, which may also have a mechanical impact on your abilities during gameplay.

SPECIES

A character's species can provide them with certain physical abilities, such as androids who can survive without oxygen, or an alien species that is able to see in total darkness. Your character's species is also likely to determine their size and speed in gameplay, and resistance to certain damage types.

Examples:

- Alien
- Android
- Cyborg
- Human
- Humanoid

BACKGROUND

A character's skills are often shaped by their past. A scholarly character may have an advantage when trying to recall specialist information, whereas military training could increase their proficiency with weapons. A character's heritage or home planet is likely to determine the languages they speak.

Examples:

- Academic
- Celebrity
- Criminal
- Military
- Noble

RANK AND EXPERIENCE

As an adventure progresses, experience will help your character improve their skills. In some systems, a new rank or title might be associated with rising through certain skill levels. Think about whether the backstory you create for a character lines up with their current skill level.

Examples:

- Captain
- Expert
- Lieutenant
- Rookie
- Veteran

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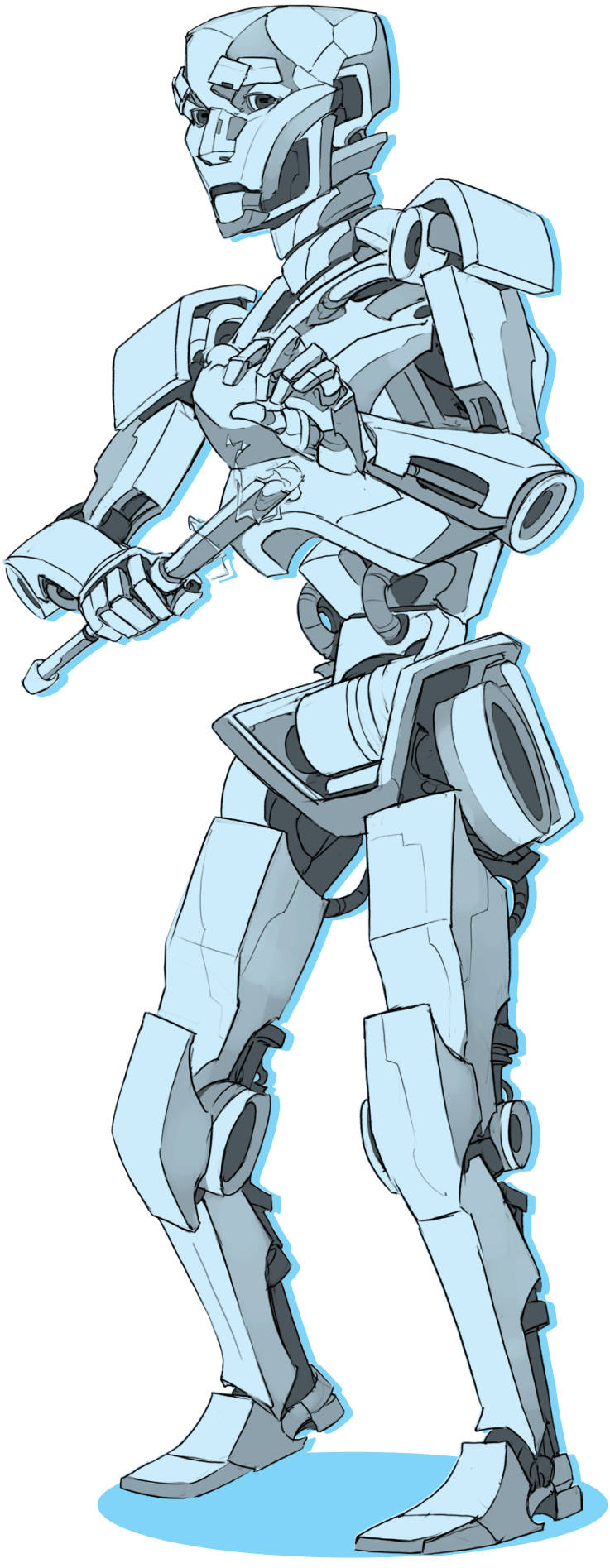

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BASICS & BIOLOGY

This chapter is designed to help you create the bare bones of a character, or basic chassis if you're developing an android! Tables covering names, outward appearances and a few other core characteristics can also be used to quickly generate NPCs.

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NAMES AND TITLES

Stuck for a name? We've collated names from the NPCs in this book to create an easy reference list! Roll or choose from the table to give your character one or more names. You could even bestow a title or rank upon them to give them even more personality!

NAME DIRECTORY

1. Hanhar	**26.** Rekton	**51.** Herschet	**76.** Phontus
2. Modus	**27.** Nyal	**52.** Khenseth	**77.** Xennol
3. Kaimala	**28.** Kobolt	**53.** Yenks	**78.** Stennus
4. Jex	**29.** Wiley	**54.** Lains	**79.** Palici
5. Grayhap	**30.** Namien	**55.** Sentiphim	**80.** Xeri
6. Oberel	**31.** Kiran	**56.** Damoin	**81.** Howl
7. Curtix	**32.** Hadron	**57.** Aray	**82.** Haruki
8. Donkle	**33.** Thul'sa	**58.** Brick	**83.** Salinge
9. Kameel	**34.** Gritt	**59.** Kymber	**84.** Stanes
10. Medo	**35.** Cyan	**60.** Pirioux	**85.** Yondasson
11. Buryz	**36.** Bree	**61.** Val	**86.** Moggs
12. Halbex	**37.** Caliak	**62.** Brookwing	**87.** Calro
13. Teralinda	**38.** Zenith	**63.** Brath	**88.** Sargsyan
14. Derik	**39.** Waillet	**64.** E-vo	**89.** Xeero
15. Amadues	**40.** Promia	**65.** Tal'd	**90.** Hruger
16. Zrey	**41.** Korel	**66.** Winman	**91.** Barri
17. Lula	**42.** Taavind	**67.** Rugan	**92.** Joji
18. Indigo	**43.** Tricklo	**68.** Quasar	**93.** Mické
19. Hangdon	**44.** Golt	**69.** Oliv	**94.** Yaddi
20. Lwanda	**45.** Verso	**70.** Gourmand	**95.** Nefatari
21. Elsmeera	**46.** Ferix	**71.** Nimm	**96.** Bam
22. Bilberts	**47.** Nova	**72.** Lladi	**97.** Faxima
23. Moiri	**48.** Lorien	**73.** Tyrus	**98.** Grench
24. Keytey	**49.** Frokhan	**74.** Ched	**99.** Daysi
25. Jetin	**50.** Bena	**75.** Elinnir	**100.** Pax

1d100

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MILITARY RANKS

1. Commander	**6.** Private	**11.** Cadet	**16.** Trooper
2. Ensign	**7.** Captain	**12.** Corporal	**17.** Scout
3. Colonel	**8.** Brigadier	**13.** General	**18.** Marshal
4. Commodore	**9.** Officer	**14.** Lieutenant	**19.** Chief
5. Sergeant	**10.** Admiral	**15.** Marine	**20.** Major

1d20

POLITICAL POSITIONS

1. Chancellor	**6.** Delegate	**11.** Senator	**16.** President
2. Magistrate	**7.** High Elector	**12.** Regent	**17.** Consul
3. Secretary	**8.** Chairperson	**13.** Councillor	**18.** Speaker
4. Emperor	**9.** Treasurer	**14.** Minister	**19.** Premier
5. Legislator	**10.** Member	**15.** Sovereign	**20.** Governor

1d20

REVERENT HONORIFICS

1. Majesty	**6.** Highness	**11.** Excellency	**16.** Noble
2. Esteemed	**7.** Eminence	**12.** Serene	**17.** Great
3. Illustrious	**8.** Radiant	**13.** Justice	**18.** Wisdom
4. Glorious	**9.** Grand	**14.** Liege	**19.** Grace
5. Honourable	**10.** High	**15.** Worthy	**20.** Venerable

1d20

ACADEMIC ROLES

1. Professor	**6.** Graduate	**11.** Dean	**16.** Doctor
2. Principal	**7.** Instructor	**12.** Provost	**17.** Teacher
3. Head	**8.** Director	**13.** Tutor	**18.** Don
4. Researcher	**9.** Lecturer	**14.** Fellow	**19.** Scholar
5. Lab Tech	**10.** Educator	**15.** Reader	**20.** Advisor

1d20

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HUMANOID FEATURES

EVERYDAY ATTRIBUTES

1. Your face and body are always stained with engine oil or some other grime.

2. A tuft of your hair sticks up at an odd angle, however you try to style it.

3. Lines at the corners of your eyes and around your mouth crinkle when you smile.

4. You tend to wear oversized clothing, rolled up at the sleeves and ankles.

5. Bright makeup, featuring intricate designs, decorates the area around your eyes.

6. Your hair is worn in a sharply cut style.

7. You wear glasses; often one pair on your face and another on top of your head.

8. Your fingers are covered in superficial burns and a couple of oozing blisters.

9. You have tattoos on much of your body, representing meaningful constellations.

10. Thin, metallic braces cover teeth that are in the process of being straightened.

11. People describe your eyes as striking, due to their pale, uniform colour.

12. Your ears have multiple piercings; some of the studs feature precious gems.

13. Your eyebrows sit high on your face, giving you a permanently surprised look.

14. You wear a transparent visor over your eyes; it displays a range of live data.

15. You have prominent cheek dimples, which remain even when you aren't smiling.

16. You are rarely seen without a baseball cap on; you own multiple colours and designs.

17. You wear a wide selection of beaded bracelets, necklaces and other jewellery.

18. One of your limbs is a high-quality prosthesis.

19. Dense freckles cover your cheeks and the bridge of your nose.

20. Your skin is very smooth, enhanced by your regular skincare regime.

1d20

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GENETIC ADAPTATIONS

1. Half a dozen tentacles protrude from your upper lip.
2. Your skin turns translucent at times of heightened emotion.
3. You have two narrow vertical slits in place of a nose.
4. A fine layer of glimmering scales covers your body and occasionally sheds.
5. You can change your hair colour at will.
6. Your ears are pointed, with a slight curve at the tip.
7. You have a third eye with a diamond-shaped pupil.
8. Your index and middle fingers are twice as long as your other digits.
9. Soft, green hair covers your arms, body and legs.
10. Your elbow and knee joints allow for near total rotation.

1d10

CYBERNETICS AND BIOHACKS

1. Your fingernails have been replaced with steel talons.
2. A metal half-mask is moulded and fixed to your face.
3. Artificially sharp cheekbones almost pierce your skin.
4. Knee implants allow you to adjust your height within a range of six inches.
5. A heart rate monitor is visible under the skin of your wrist.
6. Multifunctional, biometric tattoos cover your body.
7. There is a small charging point at the base of your skull.
8. One of your eyes contains a high-definition camera.
9. A perspex implant containing a flashing motherboard sits in a deep dent in your skull.
10. A pair of radio transmitters protrude from your head.

1d10

SELF-PORTRAIT STARTER

These tables are a great starting point for anyone developing a new character. If you're feeling artistic, use them to inspire a character sketch or a miniature design! Or, paint a picture with your words and write a quick description to read aloud when your character is introduced.

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ALIEN APPEARANCES

SPECIES TRAITS

1. You can release and retract the sharp, hooked claws on your fingers at will.
2. The three antennae on your head move independently and sense different things.
3. Your skin is remarkably tough, with scaled patches on your elbows and knees.
4. Your long, hairy toes are as dexterous as your fingers, and you use them interchangeably.
5. Shifting from a cool green to a warm orange, your skin colour is temperature dependent.
6. Your large ears are square, and pivot to pick up audio either in front of or behind you.
7. You have a streamlined, teardrop-shaped skull that tapers into a point at the back.
8. You have four digits on each hand but each splits into two, giving you eight fingertips.
9. The camouflage patterns in your silky fur reflect the scarlet forests your species evolved in.
10. You breathe through gills on the sides of your torso.
11. Your knees bend in multiple directions and your resting posture is a frog-like squat.
12. Your pointed tongue is blue with vivid green spots and a rough texture.
13. Your neck is extremely long and muscular; it accounts for one third of your total height.
14. You have six eyes, one large pair above your nose and two smaller pairs below.
15. You have three wide nostrils that flare visibly when you are under stress.
16. You have strong, stocky legs and walk on circular hooves with titanium horseshoes.
17. The small vestigial wings on your shoulders can flap, but do not enable you to fly.
18. You have a smooth tail that wraps around your body when at rest.
19. Your delicate eyelashes are thin, colourful feathers.
20. When you smile widely, all four rows of your small pearl-like teeth are visible.

1d20

ANDROID DESIGNS

ROBOTIC FEATURES

1. Your visual receiver is a long LED strip across your face.
2. Aerodynamic fins are attached to the top of your head, lower arms and ankles.
3. Your mismatched limbs are replacements that have been messily bolted on.
4. You can extend the forked hearing devices on your head to pick up radio frequencies.
5. You move on eight, multi-jointed legs and your torso can rotate 360 degrees.
6. Heavy-duty, protective plating covers you from top to bottom.
7. A small jetpack attachment in your back allows you to hover six inches off the ground.
8. Wide pieces of tubing encase the most vital sections of wiring in your body.
9. Your head is moulded to look like a construction helmet with a flashing orange light on top.
10. Your bulbous shape and large feet give you a low centre of gravity.
11. Your iridescent chrome panelling is polished to a high sheen.
12. You have a concave satellite receiver protruding from the top of your head.
13. Your silicon limbs are designed to resemble a human muscular system.
14. One of the bulbs in your eyes is faulty, so you often appear to be winking.
15. You wear a baggy collection of human clothes over your spindly, metal body.
16. A soft glow is visible within your clear body; its source is the core that powers you.
17. You have a smooth face plate, but the wires in the back of your head are exposed.
18. Your lower half connects to a chunky wheel; its rubber grip has been worn with age.
19. You have four optical lenses; one large, three small.
20. Your face is a dark, curved screen that displays simple, cartoon facial expressions.

1d20

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PSIONIC ABILITIES

Can your character use the power of their mind to do extraordinary things? Whether you call them psychic, psionic or outright magical, these mental abilities offer characters a mind-blowing range of gameplay options.

CAUSE OF ABILITIES

1. Side-effect of an experimental medication you used to take.
2. An incredibly rare, genetic mutation that unlocks your brain's full potential.
3. You were blessed by a mystic, and have exhibited unusual powers ever since.
4. Your planet's government selected some civilians to take part in their 'upgrade' project.
5. After a year of extensive enhancement surgery, you finally gained psionic powers.
6. During a hike, you fell and hit your head. When you woke up, you had new abilities.
7. Your DNA changed after eating fruit grown in a restricted area.
8. Your psionic abilities are similar, but slightly stronger, than those of your parent.

1d8

SIDE EFFECTS

1. Your eyes flash pure white.
2. Your ears emit smoke.
3. A blue aura surrounds you.
4. You crackle with static.
5. You let out a silent scream.
6. Your spectral form glows.
7. Nearby machines get fried.
8. Your hair stands on end.
9. Small items are pulled near.
10. You vibrate with energy.
11. Your nose starts to bleed.
12. All your muscles tense.

1d12

CONTROL LEVEL

1. Masterful adept.
2. Generally under control.
3. Unreliable and chaotic.
4. Dangerous and unruly.

1d4

CONCEALMENT

1. No one else knows.
2. You tell only trusted allies.
3. If asked, you share openly.
4. It is common knowledge.

1d4

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DOWNTIME HOBBIES

Giving your playable character or NPC a fun hobby might not boost their skill levels or equip them any better for combat, but it does help round out their personality and give them a way of relaxing between adventures!

PASSIONS AND PASTIMES

1. Creating origami versions of rare plants and animals.
2. Hosting a podcast where you discuss holochess techniques and interview pro-players.
3. Teaching yourself bass guitar and trying to convince others to start a band with you.
4. Making your own clothes and cosplay costumes.
5. Collecting old graphic novels as inspiration for your own webcomic series.
6. Reading and preparing discussions for your monthly remote book-club meetings.
7. Posting motivational quotes from a social media account promoting entrepreneurship.
8. VR ten-pin bowling with a team of former colleagues.
9. Stretching using a technique invented by a well-known, zero-gravity fitness expert.
10. 3D-printing and painting small models of military spaceships and tanks.
11. Sourcing parts to repair and sell retro arcade games.
12. Choreographing new disco routines for your next solo dance competition.
13. Livestreaming your MOBA games as you compete in a mid-tier esports league.
14. Making jewellery out of old computer parts to sell on online craft marketplaces.
15. Watching every single game played by your beloved electroball team.
16. Tending to a small collection of hydroponic potted plants.
17. Moderating a fan forum for a popular series of vampire books from the last century.
18. Geocaching around the galaxy and setting up new caches for others.
19. Writing and anonymously blogging haiku poems.
20. Investigating generations of your family history using digital records.

1d20

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BOUNTY HUNTERS & SMUGGLERS

Not afraid of breaking a few rules? Raid the random tables in this chapter to develop a character who is at home in the galaxy's criminal underworld, whether their work involves capturing outlaws, or evading notice for their own underhand dealings.

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BACKSTORY CONCEPT

Use the tables in this book to create imaginative characters with unique backstories, inspired by the locations and lore within your game's setting. You can use this smuggler's description as inspiration for your own, a guide to structuring backstories, or a fully usable character for your next game!

KIRA DEWELLA

Most people think twice before approaching Kira Dewella. Maybe it is her impatient expression, maybe it's because her ***khaki clothing*** looks like it has survived more than its fair share of scuffles, or maybe it's the fact that she's often brandishing a ***chunky crossbow***. Fortunately, Kira isn't really concerned about looking approachable. In fact, in her line of work, she's found an air of intimidation serves her well.

This time last year, things were generally going Kira's way, and she had a lucrative gig smuggling supplies for a ***rebel group***. Although negotiating with the rebels wasn't easy, Kira's reliability proved to be a decent bargaining chip. After all, few others dared fly the route known as ***'Destroyer's Folly'*** to the Outer Quadrant, due to the journey's proximity to a dangerous ***black hole***.

Kira and her co-pilot, ***Ariel Oberel***, knew the route well and trusted each other; that was until the necklace incident. Ariel always wore a distinctive ***golden chain necklace*** with a padlock pendant. Kira had warned her against wearing such identifiable jewellery while on a job, but Ariel insisted that the necklace was a family heirloom and didn't deserve to be shut away. When the necklace suddenly went missing, Ariel blamed Kira and broke all contact.

Reviewing the ship's security footage, Kira realised the necklace had dropped into a supply crate and ***accidentally been sold***. Now Kira's stuck ***following a trail of sales and purchases*** that criss-crosses the galaxy. With her ***loot scanner*** in hand, she hopes to find and identify the necklace, return it to Ariel and make amends with her friend.

The words in ***bold*** are parts of the backstory taken from the random tables within this book.

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ORIGINS AND GOALS

Life outside the law means there's a good chance you are on the run from something in your past. But what else keeps you moving forwards? Is it all about the money, or do you have your eyes set on a more personal target?

WHERE DID YOUR STORY BEGIN?

1. Many years ago, you made an ill-advised wager with a gang boss and you've been working off the debt ever since. Two or three more big jobs and you'll have enough credits to pay the debt off and go self-employed.
2. In kindergarten, you stole a picture book about the twelve wonders of the galaxy. As an adult, you want to visit each location in the book, funding your journey by smuggling goods as you go.
3. You run a training school that insists its graduates swear a strict moral code and promise only to hunt proven criminals. However, an ex-student has begun kidnapping innocent victims. You hope to find them and remind them of their oath.
4. You fell out with a good friend when you accidentally sold one of their prized possessions to a pawnbroker. Recovering the item means following a trail of sales and purchases that criss-crosses the galaxy.
5. A rival blackmailed powerful allies to get a bounty placed on your head. They made a fortune capturing you and delivering you to jail. You've recently been released and plan on getting your revenge by running a similar scheme.
6. Although you've located many individuals during your career, your first target has always evaded capture. Other bounty hunters have given up, but you still keep hot on the trail of this slippery foe.
7. After conducting a black-ops government mission, your mind was wiped and you were placed in witness protection. Your memories recently returned, so you've set out to track down your old crew.
8. You and your four siblings have been playing a game of galactic hide-and-seek for many years. You leave your family cryptic clues wherever your illicit trips take you, to keep the game interesting.

1d8

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APPEARANCE AND GEAR

FEATURES AND TRAITS

1. You use a lot of metaphors in everyday conversation.
2. You absent-mindedly fiddle with your weapon, which others often find intimidating.
3. A vein in your forehead throbs if you are in a situation where your escape route is blocked.
4. You often swap hats when a new style catches your eye.
5. Black oil is smeared around your eyes as a makeshift mask.
6. You struggle to sit still, so tap your foot and fingers a lot.
7. You are self-conscious about a recent, drastic haircut.
8. You wear dark sunglasses to hide your distinctive and well-known eye colour.
9. You have no sense of smell, following a broken nose.
10. You bite your painted fingernails, chipping and cracking the black varnish.

1d10

OUTLAW OUTFITS

1. Vintage military uniform, nearly a century old.
2. Stylish street-wear acquired from high-end designer stores.
3. Durable clothing in varying shades of khaki.
4. Sturdy armour is concealed underneath a dust-coated poncho and scarf.
5. Neoprene hooded jacket with detachable face covering and neon stripes on the arms.
6. Dark grey spacesuit with a tightly shut, mirrored visor.
7. Heavy armour, wrapped with sashes that form part of your planet's traditional dress.
8. Brown leather vest, worn over a red fringed shirt.
9. Brass-studded shoulder, knee and elbow pads, worn over a black jumpsuit.
10. Dark purple, floor-length coat with silver buttons.

1d10

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ACQUIRED WEAPONS

1. Dented and scratched battle staff with pulse-generator tip.
2. Modular rifle with underslung sonic grenade launcher.
3. Steel chain whip with serrated razor blades along its length.
4. Short, squat, semi-automatic pistol with a camouflage-printed thigh holster.
5. Shiny, black sniper rifle with ostentatious gold trim.
6. Completely smooth, white polymer assault rifle made to custom measurements.
7. Chunky crossbow with split limbs and hefty foregrip.
8. Repeating plasma cannon with top-mounted handle and grip.
9. Vibrosword with transparent green hilt, carved with scales.
10. Artillery-style cryogun with metallic blue insignia.

1d10

PERSONAL EFFECTS

1. Folder stuffed with share certificates and credit notes.
2. Golden chain necklace with a small padlock pendant.
3. Book of religious mantras, annotated in your writing.
4. Photograph of a glamorous alien socialite wearing striking diamond earrings.
5. Insulated coffee mug with a woollen, knitted holder.
6. Luxury silk tie that smells of expensive cologne.
7. Self-help book titled 'Searching for a Score, But Finding Myself'.
8. Moulded, plastic toy soldiers in a small tin.
9. Simple pager device; only two people have the number.
10. Worn leather pouch holding three playing darts.

1d10

ON THE MOVE

Whether they are a bounty hunter on the tails of their latest target or a smuggler on a run across the system, your character is always travelling somewhere. Think about the practicalities of this type of nomadic lifestyle as you design your character's appearance.

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ENHANCED EQUIPMENT

DEADLY ARMAMENTS

1. Rubberised pistol; its putty ammunition electrifies the target if they try to escape.
2. Snooper rifle; when fired, it teleports the wielder to the place its ammo landed.
3. Siege revolver; its bullets melt brick, stone and metal quickly.
4. Cryobazooka that can to freeze foes into solid ice.
5. Bladed datastick that saves the memories of its targets.
6. Spherical shotgun that shrinks and traps its targets in tiny perspex capsules.
7. Serrated throwing discs that can phase through walls.
8. Laser whip; can lash and grapple targets with its searing-hot beam.
9. Net launcher; its nets lock into steel bars after ten seconds.
10. Sonic blaster that makes its targets liable to commands.

1d10

HUNTER'S TOOLS

1. Voice manipulator that tricks vocal recognition software.
2. Propulsion boots; they offer a short burst of speed, perfect for catching fleeing targets.
3. Lock-o-lasso, a magnetic cable that clamps around foes.
4. Small metal door; when placed on a wall, it gives access to a locker-sized pocket dimension.
5. Loot scanner that displays the value of each item it scans.
6. Replicator box that produces its owner's favourite hot meal once a day.
7. Brooch with the ability to create an invulnerable shield.
8. Two mechanical hands that are controlled by the user.
9. Baton that can incinerate any small, inorganic item it touches, leaving a pile of ashes.
10. Sticks of chewing gum laced with tasteless truth serum.

1d10

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BOUNTY GENERATOR

Use the tables below with the character names on p.8 to create criminals wanted by galactic law enforcement. For example, Moggs 'Skeleton Key' Caliak is wanted for hacking into a government database!

NICKNAME

1. 'Lasereye'
2. 'Drone Mind'
3. 'Titanium'
4. 'Electromagnet'
5. 'Skeleton Key'
6. 'Zephyr'
7. 'Kilobyte'
8. 'Jack-in-the-Box'
9. 'The Wanderer'
10. 'Stardust'
11. 'Fusebox'
12. 'Crushed Cassette'

1d12

CHARACTERISTIC

1. Wears bright-pink armour.
2. Has a scorpion tattoo.
3. Whistles children's rhymes.
4. Has two large, metal wings.
5. Rides a black hoverboard.
6. Wears a cat-ear headband.
7. Has a pet robotic hound.
8. Carries an oxygen tank.
9. Dresses in salvaged plastic.
10. Wears ornate jewellery.
11. Smokes a neon cigar.
12. Has a digital voice.

1d12

WANTED FOR...

1. smuggling unregistered individuals into the sector.
2. hacking into a government directory and pilfering a huge amount of classified data.
3. running an underground butcher's shop that sells rare and illegal animal products.
4. laundering millions of credits through their network of shell companies and store fronts.
5. facilitating a black-market auction website where users can buy fake identities.
6. supplying gangs and rebel cells with experimental plasma weapons.
7. creating a new AI outside of the legal parameters.
8. working as a government mole and committing several acts of treason.

1d8

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SMUGGLER SHORTCUTS

Your character knows how to get around the galaxy quickly and discreetly. Use these tables to create a route that they use regularly to deliver goods and shave a few parsecs off their journey.

DROP-OFF POINT

1d12

1. Secret government facility.
2. Remote desert village.
3. Deep in a treacherous jungle.
4. Base of a rebel group.
5. Gang leader's private estate.
6. High-security prison.
7. Derelict power station.
8. Terminal in a busy spaceport.
9. Near a war-ravaged border.
10. Room on an ocean liner.
11. Top of an observation tower.
12. Canning factory's warehouse.

SHORTCUT NAME

1d12

1. Dextero's	1. Alley
2. Ghost	2. Run
3. Heroes'	3. Hop
4. Backdoor	4. Dodge
5. Captain's	5. Folly
6. Death	6. Pivot
7. Destroyer's	7. Way
8. Nowhere	8. Dive
9. Fools'	9. Cut
10. Snake	10. Slip
11. World's	11. Warp
12. Hyper	12. Crawl

THE ROUTE IS HAZARDOUS BECAUSE...

1d8

1. swarms of alien insects are drawn to ship lights and disrupt external sensors.
2. space pirates often intercept and pillage passing vessels.
3. a huge creature is rumoured to lurk in the area, which will fight to defend its territory.
4. gravitational anomalies cause sudden fluctuations for crews as they pass through.
5. military convoys, scouts and scanner drones patrol the area almost constantly.
6. it skirts extremely close to the edge of a black hole.
7. tourists travel this way to view a dying star, risking your ship being recorded in photos.
8. weather conditions cause lost ships to drift here, some still transmitting distress signals.

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SAFE HOUSES

1. Closed to the public a decade ago, this underground subway station now provides refuge to an assortment of individuals with nowhere else to go. Lights flicker inside empty vending machines, and glitching video adverts give off bursts of distorted jingles.

2. Anyone sheltering in this basement beneath a private art gallery will find comfortable chaise longues, a well-stocked kitchen and dusty blankets covering a collection of lost masterpieces.

3. Apartment 70810 hides in a cluster of identical skyscrapers. Facial recognition grants access into a sleek, open-plan living space. Artfully styled shelves spin to reveal rows of weapons and the ostentatious glass windows serve as an enormous computer screen.

4. A derelict hangar sits next to an overgrown airstrip. Inside, vintage spaceships in various stages of disrepair offer spaces to hide, sleep and scavenge for parts. A noticeboard displays ship schematics, as well as notes from others who have passed through.

5. An exquisite beachside villa on an exclusive island resort allows guests to lie low in luxurious isolation. The robot staff are courteous, obliging and never ask for names or identification.

6. A warren of stacked containers fills acres of tarmac next to an industrial space dock. Narrow, puddle-drenched walkways lead to a rusted, metal cuboid containing only the bare essentials.

7. The former lab of an imprisoned scientist, this cordoned-off building is crammed with equipment, paperwork and bizarre plant samples, although most of it has been trashed by vandals.

8. Tall, metal fences topped with searchlights stretch around the perimeter of a rural farm. Beyond, chimney smoke and soft music drift from a traditional cabin, suggesting a warm welcome awaits.

1d8

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CREW RELATIONSHIPS

No one knows this better than you: everything has a price, be it your haul of smuggled goods or the bounty you seek. So, how much do you value friendship? Roll on this table to see what your crewmates are worth to you.

CHARACTER CONNECTIONS

1. You think _____ has a skill that could make you both very wealthy.
2. When you met _____, you were both pursuing the same target.
3. You confronted _____, as you mistakenly thought they were following you.
4. You lost a bet with _____ and still owe them a favour.
5. Your first meeting with _____ ended in a brawl neither of you anticipated.
6. You find it soothing to watch _____ work.
7. The state of your cabin means _____ refuses to bunk with you.
8. You once saw _____ leaving a gangster's den. They don't know you saw them.
9. If _____ won't watch out for themselves, you will.
10. _____ wears a rare trinket that you know you could sell for a fortune.
11. You polish _____'s shoes most evenings, but never mention it.
12. You always read the books _____ recommends, even if you don't enjoy them.
13. You told _____ about a bounty placed upon them.
14. You initially mistook _____ for a criminal with the same name.
15. You enjoy sketching, and _____ is your favourite subject to draw.
16. You silently despair when _____ starts talking to people they don't know.
17. You recently spent three month's earnings on a birthday gift for _____.
18. You were once hired to move _____ to safety.
19. You expect _____ to share their credits with you.
20. _____ warned you when your former employer ordered a hit on you.

1d20

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ALLIES AND RIVALS

Roll on these tables to discover a contact from your character's past. Perhaps you were vying for the same target or maybe they saved your skin on a tricky score. Consider how well you know them... Is that even their real name?

OTHER OUTLAWS

1. Hanhar Nofre –Sharpshooter with white hair and a heavily wrinkled face.
2. Sterling Brand – Often found snoozing with their red leather boots on a bar table.
3. Ariel Oberel – Wavy hair falls to this smuggler's shoulders. Once stole their sibling's ship.
4. Padlock Baz – Insectoid figure famous for repeated jailbreaks.
5. Jex Bornlost – Wears a crimson ring; the first thing they ever stole as a child pickpocket.
6. Palici – Two-headed alien. One brain wants to obey the law, but the other overrules it.
7. Mr Roy – Utterly humourless. Dressed head-to-toe in grey.
8. The Remover – Their robotic shoulders carry heavy crates, or people, with ease.

1d8

DEALERS AND FENCES

1. Grayhap Grainger – Dapper auctioneer who holds private sales behind closed doors.
2. Aun Medo – Arranges transit through large urban sewers.
3. Curtix Gatwe – Anxious scientist who uses shrink rays to make goods easier to ship.
4. Silvercoin – Tall and aloof; once they state a price for an item, they won't negotiate.
5. Yasi Sanno – Student sculptor who will hide goods inside their art, for a price.
6. Kiki Blue – Their office is in a nightclub; they dress to blend in with the vibrant crowd.
7. A.C. Jones –This smart dresser deals mainly in documents.
8. Rik Manta – Caters to wealthy, elite customers. Wears a gaudy collection of stolen jewellery.

1d8

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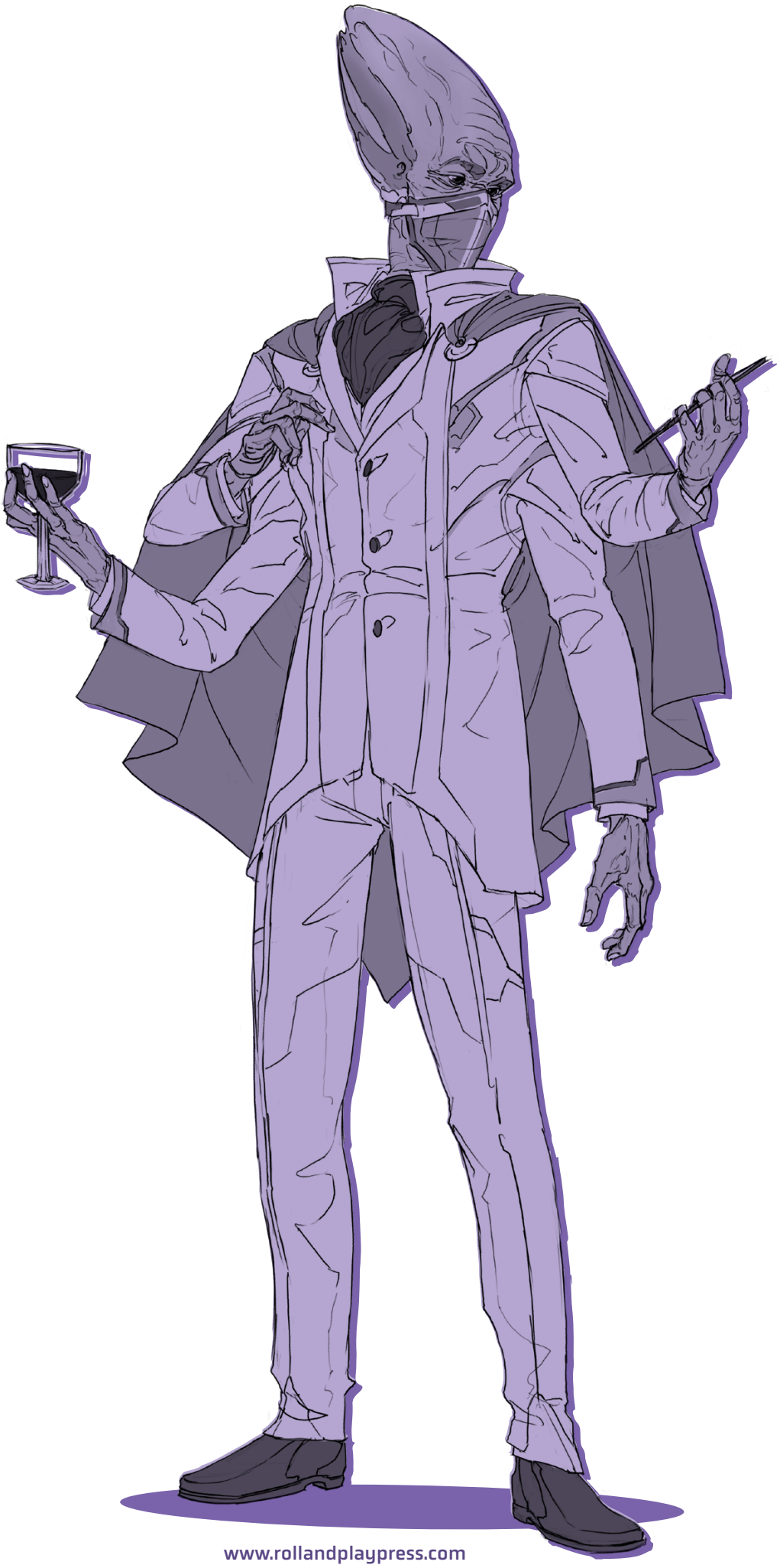

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DIPLOMATS & ENVOYS

These individuals specialise in the art of negotiation, making deals on behalf of governments, businesses or themselves. Equip your smooth-talking character with the refined gear, subtle tools and convincing stories they need to become a truly influential figure.

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BACKSTORY CONCEPT

Use the tables in this book to create imaginative characters with unique backstories, inspired by the locations and lore within your game's setting. You can use this diplomat's description as inspiration for your own, a guide to structuring backstories, or a fully usable character for your next game!

EZTHERIUS GALLOBRAST

The ***child actor*** Eztherius Gallobrast isn't exactly a household name, but there are few in the galaxy who wouldn't be familiar with his most famous character, Little Eddie. Eztherius played the plucky young hero in a popular trilogy of adventure movies many decades ago, and has lived on the residual income ever since. As his own website biography humbly states, 'Eztherius has nobly chosen to use his wealth and influence to ***raise awareness and funds for causes*** close to his heart, rather than squander it on the frivolous trappings of fame'.

Despite that, Eztherius does recognise the importance of looking like a celebrity when necessary. At social events, he often dons an expensive, ***high-collared silver jacket*** and red cape. While fans assume the spiral-barrelled ***laser blaster*** he flourishes is a fake, it is actually a specially commissioned, working replica of his most recognisable movie prop.

Currently, Eztherius is hoping to use his influence to secure government support for an ongoing charity initiative. A trusted contact at the ***Gilded Mint*** bank has told Eztherius some useful information about the finances of a popular senator, ***Jad Prax***. Senator Prax is using political campaign donations to top up his personal investment portfolio.

Eztherius has invited Prax to a glamourous gala, in the hope of striking a deal with the senator. If Prax agrees to stop his corrupt financial dealings and support Eztherius' cause, the information about Prax's misdemeanors will be kept secret. Eztherius will even throw in some ***film premiere tickets*** to sweeten the deal. And if Prax refuses... well, Eztherius is confident he can find another way to use the information to his advantage.

The words in ***bold*** are parts of the backstory taken from the random tables within this book.

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ORIGINS AND GOALS

You can't make deals without knowing what you want! Roll on this table to discover your character's ultimate ambition and what lies behind it. Are they open about their story, or do they put a unique spin on it?

WHERE DID YOUR STORY BEGIN?

1. You have grown increasingly discontent with the policies of the government you work for. You are looking to forge connections with others who want to see real change and act outside the system.
2. You used to work as a brand spokesperson for a fashion line. When the boss was found to be laundering money, you were left with no job and a ruined reputation. You are on a mission to rebuild your image.
3. When you were at school, you were voted most likely to become a world leader. Every career move you have made is a calculated step to achieve this ambitious goal. You are currently looking to recruit your dream campaign team.
4. Early in your life, you saw your grandparent sign a historic treaty. You try to emulate them in everything you do, including maintaining peace in the territories involved in signing the original treaty.
5. You weren't given a share of your family's wealthy business or the riches that come with it, which caused a rift between you and your parents. You are now trying to amass your own fortune to show them your value and prove them wrong.
6. After a lucrative career as a child movie star, you realised you could use your fame to influence others. You network with powerful figures in order to raise awareness and funds for causes close to your heart.
7. Sacred jewels were once stolen from your planet and later sold at an auction. As a civil servant, you have been sent to reclaim these priceless gems from the collectors who display them.
8. As an interpretor, you observed many trade deals. One day, a diplomat noticed you making subtle changes to their words to secure a better deal. They have recommended you for ambassadorial training, which involves visiting other planets.

1d8

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APPEARANCE AND GEAR

FEATURES AND TRAITS

1. You carry three comms devices and are always checking one of them.
2. You wear a respirator to protect against allergens.
3. In conversation, you ask more questions than you answer.
4. You walk with a delicate step and gesture gracefully.
5. Your accent is hard to place and gives no clues about your origins or upbringing.
6. Your head is always covered with a piece of silk fabric.
7. You are well versed in social etiquette and always try to be polite in your interactions.
8. An engaged listener, you nod a lot when others are speaking.
9. You never remove your black, metallic earpiece.
10. You gesticulate wildly when speaking, which sometimes appears aggressive.

1d10

FORMAL ATTIRE

1. Standard uniform, accessorised with a lace cravat and cuffs.
2. Soft, cream robes, held at the shoulder by a modest brooch.
3. Delicate, painted-silk cloak with multiple pockets, worn over simple linen clothing.
4. Stiffly pleated formal wear showcasing a traditional print.
5. Presentable but forgettable business suit. A small pin on the lapel shows your affiliation.
6. Floor-length trench coat worn over badly fitting body armour.
7. Expensive, high-collared, silver jacket with detachable cape in a vibrant shade of red.
8. Navy-blue spacesuit featuring a shiny, golden coat of arms.
9. Fashionable patterned shirt, unbuttoned at the neck, worn with brightly coloured trousers.
10. Ceremonial military uniform with detailed brass buttons.

1d10

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CEREMONIAL WEAPONS

1. Laser pistol with a distinctive, spiralled barrel and grip.
2. Plasma dagger engraved with a beloved relative's initials.
3. Pale-blue stun blaster; often carried by peace-keeping groups and law enforcement.
4. Zero-edge, golden rapier worn on a tasselled, ceremonial belt.
5. Graphene walking cane, which can be used as a baton.
6. White pyromusket with red-and-gold filigree trim.
7. Antique letter opener that has been recently sharpened.
8. Set of circular blades that clip neatly onto a leather sash.
9. Double snub-nosed revolver with a shabby, wooden grip.
10. Palm-mounted sonic pulse projector; the device's trigger is in a paired glove.

1d10

PERSONAL EFFECTS

1. Signet ring belonging to a family that you were expected to marry into.
2. IOU note signed by the boss of an intergalactic banking firm.
3. Pack of playing cards and bag of heavy silver credits.
4. Enamel fountain pen adapted for use in zero gravity.
5. Pair of silky, elbow-length, white gloves.
6. Keys to a luxury rental shuttle; the key fob shows that the return is long overdue.
7. Voice recorder holding memos and overheard conversations.
8. Box of gift-wrapped, luxurious chocolates with a blank tag.
9. Tailor's business card, with your measurements on the reverse.
10. Collection of match books from across the galaxy.

1d10

INFLUENCER FASHION

Your character knows the importance of making a good first impression; presenting themselves in the wrong way could end a deal before it even begins. Think about how your character makes others feel when they enter negotiations, and whether their appearance is likely to help or hinder them.

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ENHANCED EQUIPMENT

ELEVATED WEAPONRY

1. Translucent dagger filled with a temporary paralysis serum.
2. Curved, golden sabre that becomes a pulsing electrosaw at the push of a button.
3. Projectile launcher that fires sleeping-gas cannisters.
4. Handheld levitation device capable of turning ordinary objects into projectiles.
5. Compact whip that's stored in a device worn as a bangle.
6. Shotgun with a muzzle that amplifies the noise it makes; can deafen nearby enemies.
7. Carbon-fibre staff that wipes the short-term memory of a target when struck.
8. Weaponised drone that live streams video footage.
9. Rusty pistol with a neon trim; its bullets accelerate aging.
10. Ornate rapier; spinning parts in its hilt can hypnotise foes.

1d10

AUGMENTED ACCESSORIES

1. Translation earpiece; decodes spoken languages in real time.
2. Undetectable truth tablets that render the taker unable to lie for 1d6 minutes.
3. Hallucinogenic hand cream; if applied, the user becomes dizzy and disorientated.
4. Golden badge with an in-built tracker and microphone.
5. Can of spray that removes tough stains, even blood.
6. Camouflaged throat patch that alters the user's voice.
7. Teleportation boots; can transport the user 10 feet with a sharp click of the heels.
8. Steel case with a second compartment accessible only with the correct fingerprints.
9. ID tablet that can quickly generate fake personas.
10. Concealment cloak; blurs the wearer on CCTV footage.

1d10

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CLAIMS TO FAME

As one of the galaxy's most adept social butterflies, it helps to have a few impressive anecdotes up your sleeve. Roll on this table to find a story or connection your character can boast about. Whether it's true is up to you!

TALES OF GRANDEUR

1. You successfully made first contact with another planet.
2. You released a song that was a hit single in six star systems.
3. A president tried to recruit you as a private chef after eating a sandwich you made.
4. Your great-great-grandfather was a iconic holomovie star.
5. You once qualified for an interplanetary sporting event, but then sprained your ankle.
6. You performed some of your poetry at the wedding of a famous monarch.
7. Your 'Cinnamon Swirl Dance' went viral on several social media platforms last year.
8. You played cards with your planet's most senior judge and won their grav-bike.
9. Your cousin's dog-walker's neighbour is an influential news reporter.
10. Your school prom date later grew up to be a famous, intergalactic supermodel.
11. You witnessed the signing of your planet's constitution.
12. You were the youngest being on your planet to graduate from a prestigious law school.
13. You found a priceless artefact in your family's attic, within a box labelled 'Junk'.
14. You are descended from five different noble families.
15. You have won multiple medals for riding a rare, six-legged, equine species.
16. A besotted royal heir gave you a flawless diamond, but you have since lost it.
17. You single-handedly convinced a ruler not to start a war, saving many lives.
18. You inherited an idyllic island from a late grandparent.
19. You won a prestigious book prize for your published work three years in a row.
20. You once saved a beloved world leader from an assassination attempt.

1d20

TRADE ORGANISATIONS

These tables can help you create a financial, commercial or trade group that your character has dealt with in the past. They could have worked on behalf of this organisation, or tried to evade their corporate oversight!

ORGANISATION NAME

1. Imperial	**1.** Mint
2. Resplendent	**2.** Network
3. Gilded	**3.** Delegation
4. Harmonious	**4.** Economy
5. Dignified	**5.** Association
6. Premier	**6.** Remit
7. Sublime	**7.** Enterprise
8. Mercantile	**8.** Regalia
9. Eminent	**9.** Assembly
10. Silken	**10.** Congress

2d10

AFFILIATED EMBLEM

1. Three intertwined snakes.
2. Coin between two flowers.
3. Old-fashioned merchant's hat.
4. Silhouette of an iconic starship.
5. Embellished currency symbol.
6. Open backpack with sun rays.
7. Seahorse and twelve pearls.
8. Ingot with engraved initials.
9. Three hands reaching upwards.
10. Heraldic coat of arms.

1d10

COMMERCIAL STRENGTH

1. Maintains a large database of individual credit histories.
2. Provides loans to the galaxy's most influential families.
3. Holds huge reserves of gold and other precious metals.
4. Employs psionically gifted individuals to manage their investment portfolios.
5. Their famous CEO enjoys high public approval ratings.
6. Audits the accounts of several governments in the sector.
7. Offers convenience, with an information centre and agent in most population hubs.
8. Boasts market-leading data-encryption software.
9. Profits from facilitating scams and money-laundering fronts.
10. Sets interest rates and oversees currency exchange.

1d10

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SUCCESSFUL DEALS

Has your character ever talked themselves out of a particularly dangerous, high-stakes or just plain bizarre situation? Roll on this table to create a story that demonstrates your incredible negotiating skills.

BY USING...

1. a heartfelt plea,
2. clear, empirical evidence,
3. a few well-timed jokes,
4. the threat of blackmail,
5. an intimidating stare,
6. excessive compliments,
7. a hefty bribe,
8. confusing amounts of data,
9. a purposely dull slideshow,
10. a logical argument,

1d10

YOU CONVINCED...

1. a deadly assassin
2. an emotionless robot
3. a highly strung artist
4. the planet's president
5. a team of scientists
6. an overworked barista
7. your best friend
8. a military leader
9. an angry bouncer
10. a spoilt, royal heir

1d10

TO AGREE TO...

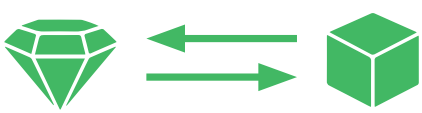
1. lay down their weapons
2. cover your work shift
3. cease their rebellion
4. accept a truce offer
5. tell you a secret
6. confess to a crime
7. help fight your nemesis
8. settle your debts
9. co-sign your petition
10. unlock a safe

1d10

IN RETURN FOR...

1. a large diamond.
2. saving their life.
3. a celebrity autograph.
4. the keys to your ship.
5. immunity for their crimes.
6. witness protection.
7. nuclear weapon codes.
8. tickets to a film premiere.
9. your eternal devotion.
10. a future favour.

1d10



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CREW RELATIONSHIPS

Making friends and influencing people comes naturally to your character. The real question is, how deep do these relationships run? Is your character genuinely charmed by their crewmates, or is it all an act?

CHARACTER CONNECTIONS

1. _____ is one of the few people you are comfortable showing nerves in front of.
2. You deliberately mutter in a language _____ doesn't speak, as it frustrates them.
3. You and _____ greet each other with a handshake you invented together.
4. You think _____'s voice is fake or heavily exaggerated.
5. You and _____ compete to steal small souvenirs when you visit somewhere fancy.
6. You once traded a personal item belonging to _____ and they haven't forgiven you.
7. _____ once helped you flee a planet on the eve of war.
8. _____ has helped you win back money you lost playing holoroulette.
9. _____ asks you to read their emails to check the tone.
10. When they were taken hostage, you negotiated the safe release of _____.
11. You can't help yourself from critiquing _____'s table manners and posture.
12. You hope _____ can introduce you to a new and exciting group of people.
13. You admire _____'s practical skills.
14. _____ once bought goods from you through an online marketplace.
15. _____'s bone structure reminds you of an exiled aristocrat you once knew.
16. You ran a 'presenting with confidence' seminar that _____ attended.
17. Whenever you go shopping, you try and buy new clothes for _____.
18. You and _____ have taken dance classes together.
19. You first met _____ at the funeral of a trusted ally.
20. For a time, both you and _____ were part of the same smuggling network.

1d20

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ALLIES AND RIVALS

This business is as much about who you know as what you know. Which of these movers and shakers has your character encountered in the corridors of power or across the negotiating table? Can you trust them to honour a deal?

INFLUENTIAL FIGURES

1. Buryz Gralington II – Brash senior politician who uses their position to line their pockets.
2. Halbex Russegigh – Bohemian philanthropist from a wealthy, straight-laced family.
3. Teralinda Amadues – Carries two concealed daggers; a truly cut-throat negotiator.
4. Jad Prax – Showy senator who puts popularity over policy.
5. Derik Yondasson – Sour-faced trader who intensely debates any subject, even the weather.
6. Lynnhill Warmstar – Kind and loving; popular with both their political aides and large family.
7. Esa E'yaii – Aging activist; pins cover their government robes.
8. Lula Voa – Famed party host; this ambassador's hoverchair is painted like their planet's flag.

1d8

AIDES AND ATTACHÉS

1. Indigo Ols – Violet-haired stylist able to source suitable clothing for any occasion.
2. Uldo Ninwé – Gloomy speech writer with thick eyebrows.
3. Lwanda Zrey – Extravagant magazine editor who can secure invites to most events.
4. Calir Strayberger – Cynical, pen-twirling statistician who is a pro at manipulating data.
5. Wrex Teran – Burly bodyguard with a weakness for sweet treats. Always wears shades.
6. Manuel Flaubert– Elocution school instructor and etiquette advisor with excellent posture.
7. Keytey Hangdon – Impassive secretary with connections on both sides of the law.
8. Fernn Jetin – This calm press photographer dresses in grey.

1d8

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ENGINEERS & MECHANICS

This chapter contains all the tools you need to build a character who knows their way around a machine. From engine room descriptions to plans for ship upgrades, you'll find a number of mechanically themed tables to kickstart the engine of your imagination.

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BACKSTORY CONCEPT

Use the tables in this book to create imaginative characters with unique backstories, inspired by the locations and lore within your game's setting. You can use this mechanic's description as inspiration for your own, a guide to structuring backstories, or a fully usable character for your next game!

MALZEN VELOCKS

For ambitious, young mechanic Malzen Velocks, the three years he has spent working on a hulking GU-113-T ***cargo ship*** feels like far, far longer. Mal accepted the job because he thought he might get a chance to see the sights on one of the ship's long transit runs... that, and because the captain, ***Ugo Frokhan***, is his uncle, so his mother wouldn't let him refuse.

However, Mal rarely leaves the ship. He spends his shifts stuck in the ***cavernous engine room***, trying to ***recalibrate the guidance control system***. During his downtime, Mal is generally absorbed by tinkering with and upgrading some of the more interesting ***machines that pass through the ship's hold***.

One such machine belonged to ***Thul'sa Warp***, an ***affluent architect with a penchant for strange vehicles***. When Mal delivered Thul'sa's vintage hoverbike and previously damaged sidecar in pristine condition, Thul'sa was so impressed she offered Mal ***a reference for a lucrative job*** as a senior engineer. Thul'sa was overseeing a sizeable team of mechanics who were working on an enormous space station development on the ***other side of the galaxy*** – and she knew Mal would fit right in.

Mal was initially afraid to tell his uncle that he was leaving, but Ugo couldn't have been more encouraging. His uncle revealed a ***small toy from a popular fly-thru meal***, faded with age; it was the first 'vehicle' Mal had ever fixed. With his uncle's blessing, Mal packed his childhood toy and a ***hefty wrench*** that Ugo lent him for good luck, and left life on the cargo ship. He will need to use his keen mind to figure out how to reach the distant construction site, with only a handful of credits to his name.

The words in ***bold*** are parts of the backstory taken from the random tables within this book.

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ORIGINS AND GOALS

A character's origin is the chassis that everything else is built on, and their goals are the fuel that drives them. Lift the hood on your character's inner workings and see what set their story in motion.

WHERE DID YOUR STORY BEGIN?

1. Petty crime landed you in a prison workhouse, where you learned your trade from a factory overseer. A prison riot gave you a chance to escape and find honest work, but you know the law is hunting you.
2. Your apprenticeship at a farm machinery repair shop sparked your curiosity for engineering. When your tutor retired, you left home and began a journey to the high-tech planets and cities they had told you about.
3. While working on a cargo ship, you upgraded machines that passed through the hold. An impressed client gave you a reference for a lucrative job on the other side of the galaxy. Now, all you need to do is find a means to travel there.
4. You were raised in a reclusive community of robots. Their core systems are growing old and beginning to glitch. You have been sent to obtain vital components needed to maintain your adopted family.
5. The child of a wealthy family, you work out of choice, not necessity. At university, you were taught about an ancient civilisation's lost blueprints for a sentient hyperspace vessel. You want to learn more about these plans and their viability.
6. Repairing mecha-pets paid the bills for a while after you left school. Years later, you now sit on the board of the company that produces them. Anxious to innovate, you are looking for volunteers to test your latest product concepts.
7. You recently inherited a small, vintage speeder that is stored in a lock-up garage on your home planet. You need a few obsolete parts to restore it, and you have set out to find them.
8. Born at the end of a long war, you became an engineer to fix the damage caused by conflict. When you learn an old friend is developing a superweapon that could trigger a galactic battle, you vow to stop them.

1d8

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APPEARANCE AND GEAR

FEATURES AND TRAITS

1. The colour of your bionic eye doesn't match your real one.
2. Your posture is hunched, as you try and make yourself as small as possible.
3. People often describe you as walking like a robot.
4. There is a single purple streak in your hair, the result of an industrial accident.
5. Your hands are always oily and grease-stained.
6. You sleep poorly, so take a lot of naps, even at busy times.
7. You have a short fuse, and often react to problems with dramatic hand gestures.
8. There is usually chipped paint stuck under your nails.
9. You are so used to wearing ear defenders, you struggle to speak at a normal volume.
10. Tattooed finger bands hold special significance to you.

1d10

PROTECTIVE WORKWEAR

1. Brushed-metal exoskeleton of your own unique design.
2. Sharply creased, red boiler suit with camo-print boots.
3. Pristine, white, all-in-one spacesuit with green neon piping and a mirrored visor.
4. Light-blue denim dungarees, smeared with engine lubricant.
5. Bright pink jumpsuit and a matching cap, both sporting a tool company's logo.
6. Brown, heat-resistant apron over golden, metallic leggings.
7. Tight, black trousers and a shirt worn with rolled-up sleeves and a raised collar.
8. Knee-length smock, tied at the waist with a leather tool belt.
9. Oversized lab coat with the wrong name badge, covering a food-stained t-shirt.
10. Beige vest and cargo trousers with holes in the knees.

1d10

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HANDY WEAPONS

1. Plastic broom handle crudely sharpened to a point.
2. Set of alien battery cells modified into EMP grenades.
3. Vintage plasma torch with a slightly melted exterior.
4. Hefty, rusted wrench inscribed with the name of your mentor.
5. Two standard-issue laser blasters in ostentatious, animal-print holsters.
6. Pressurised air gun modified to a destructive level.
7. Matte black multi-tool; all of the attachments are blades.
8. Hewn-off section of a heavy vehicle tow chain.
9. State-of-the-art rivet gun, designed for mending hulls.
10. Pair of high-tech gauntlets covered in artistic, brightly coloured paint splatters.

1d10

PERSONAL EFFECTS

1. Folded postcard from an ice planet, with a scrawled message saying 'stay cool'.
2. Small toy from a popular fly-thru meal, faded with age.
3. Old, battered sardine tin, now full of fuses and other fixings.
4. Stained handkerchief with a corporate logo stitched on.
5. Loose pages from a cybernetic augmentation catalogue.
6. Badly damaged diagnostic scanner that sometimes beeps.
7. Vintage travel flask labelled with a 'DO NOT DRINK' sticker.
8. Extremely powerful fridge magnet from a distant planet.
9. Unpaired welding glove, patched with layers of peeling electrical tape.
10. Hand-drawn blueprints marked with tea rings.

1d10

ENGINE-ROOM ATTIRE

What type of environment does your mechanic work in? If the engine room is full of hot, messy soot and oil, its likely that will transfer to your character's clothing. If your engineer is responsible for a gleaming, clean-energy power core, perhaps they never have to get their hands dirty!

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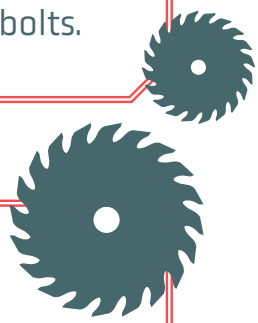
ENHANCED EQUIPMENT

ENHANCED WEAPONS

1. Mini drones that latch onto and detonate foes.
2. Welding-torch flamethrower that can create a protective dome of fire around its user.
3. Antigravity sledgehammer; launches the wielder into the air with every strike.
4. Drill cannon; its white-hot ammo penetrates any surface.
5. Handheld railgun; its bolts can be magnetically recalled.
6. Buzz-saw launcher that fires bouncing, serrated blades.
7. Flaming hammer; returns to the wielder after being thrown.
8. Nano-edge whip that looks like a tape measure; can be retracted or extended.
9. Spirit-level baton; affects the balance of anyone it hits.
10. Rebar staff topped with a coil that can absorb energy and redirect it as electrical bolts.

1d10



CUSTOM TOOLS

1. Mining charge that quickly turns ores into refined metal.
2. Telescopic crowbar that can extend up to ten times its original length.
3. Steel pliers; reduce the weight of any object they grip.
4. Invisible phase-nails that don't leave a mark when entered or removed from a surface.
5. Hyperchisel; cuts through metal and stone like butter.
6. Safety goggles that reveal electrical and magnetic fields.
7. Gloves that protect the wearer's entire body from extreme heat or cold.
8. Oil can containing an endless supply of premium lubricant.
9. Bag of bolts; each one is embedded with a tracking chip and microphone.
10. Tiny watch battery that never runs out of charge.

1d10

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SHIP UPGRADE PLANS

As a mechanic, you have expert knowledge of your ship's flaws because it's your job to fix them! Roll on these tables to discover how your character talks about their vessel and what plans they have for its improvement.

YOU CALL YOUR SHIP...

1. My Old	**1.** Rustbucket
2. Faithful	**2.** Bag o'bolts
3. Useless	**3.** Betsy
4. Glorious	**4.** Rocket
5. Bulletproof	**5.** Animal
6. Flaming	**6.** Machine

2d6

YOU SAY YOUR SHIP...

1. is only good for scrap metal.
2. is the best ship in the galaxy.
3. could survive a black hole.
4. gets sad if anyone insults it.
5. will be the death of you.
6. just needs a few tweaks.

19.531

1d6

PROPOSED MODIFICATIONS

1. Paint the exterior with white, 'go-faster' stripes.

2. Recalibrate the guidance control system, so the ship no longer drifts starboard.

3. Replace the rusting panels on the airlock doors, and the leaky air conditioner above them.

4. Upgrade the communications receiver so the holodeck isn't constantly buffering.

5. Add extra thrusters and turbo engines to improve propulsion and hyperspace flying speed.

6. Retrofit one of the emergency cryopods into a sauna.

7. Investigate the flashing warning symbol on the self-destruct system.

8. Create a 'party mode' in the light and sound settings, with multiple activation words.

9. Install specialist landing and parking software to improve the existing autopilot system.

10. Fit compartments with biometric locks in the crew fridges to reduce arguments.

11. Build an additional power core using your own design.

12. Modify all weapons for enhanced ammunition loads.

93.917

48.751

1d12

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MECHANICAL AIDES

With the skills at their disposal, it makes sense that your character would find mechanical ways to make their life easier. They might build a robotic assistant to help them perform tasks more efficiently, or even upgrade their own body.

DRONES AND DROIDS

1. Mouse-shaped droid designed to carry out work in tight spots.
2. Elegant, shining bot that resembles a dragonfly; it hovers and glides silently.
3. Blocky, battered droid that can rearrange its cuboid parts into a variety of bodily forms.
4. Egg-shaped robot with a friendly face display; it wobbles but never falls over.
5. Hawklike drone with HD optics and sharp, diamond talons.
6. Quadrupedal droid that can transform into a workbench, chair or flatbed lift.
7. Tiny tank with advanced tread designs; a small gun turret on top has a 360-degree range.
8. Snapping guard bot that expels flames and occasional, sulphurous burps.

1d8

EXOSKELETAL ADD-ONS

1. Chest harness holding a small disc that can produce a protective force field.
2. Perfectly balanced, electric unicycle wheel that connects to your hips and lower legs.
3. Metal wrist panels that open to reveal twin plasma blasters.
4. Smooth, titanium face mask with electronic displays on the inside and outside.
5. Mechanical utility belt with six extendable, scuttling legs that lift you off the ground.
6. Exoskeleton arm and hand with screwdriver fingers.
7. Large, carbon-fibre shoulder pauldrons containing a variety of useful tools and spare parts.
8. Utility claw on a crane that reaches out of your back and over your head.

1d8

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ENGINE ROOMS

1. Thumping, psychedelic pop music echoes around this cavernous space. The smooth, concrete interior is marred by black tyre marks and the strong smell of burning rubber, left by the go-carts that transport mechanical supplies and engine parts across the room.

2. A series of long, twisting pipes span the room, intersecting with ladders and gantries to create a complex, mechanical maze. Violent, sporadic bursts from steam valves create a loud, humid atmosphere.

3. Every inch of this cramped, cylindrical space is coated with a sticky layer of grease and fine metal dust. Safety notices have been covered with photos of the crew retouched into funny scenes.

4. Several large, spider-like cranes reach down from the ceiling and slowly move mammoth pieces of apparatus into position. Meanwhile, engineers on the ground use a fleet of floating flatbed transporters to maintain parts of the multi-storey engine.

5. Condensation drips down the dull, metal panelling that encases all manner of radioactive substances; the room is kept cool and dark, and smells like tangy metal. Soft safety lights illuminate clearly marked walkways and alarmingly worded hazard signs.

6. In this sterile environment, all moving parts are housed behind thick, perspex walls. Holoscreens allow engineers to manipulate virtual schematics, with robotic drones enacting their commands.

7. A seemingly unstable engine hums and tremors in the centre of this dishevelled room. Visitors must step carefully to avoid the tools and disposable coffee cups left abandoned on the floor.

8. Organic shapes and colourful pigments give the impression of a shimmering metallic garden growing in this brightly lit engine room. A rainbow mural features the words 'machinery is magical'.

1d8

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CREW RELATIONSHIPS

Swap the engine room for the break room and spend some time with your friends! Roll on this table to create bonds with the other characters in your crew, and discover how your relationships are wired.

CHARACTER CONNECTIONS

1. You and _____ met on a tour of the biggest spaceship in your galaxy's history.
2. _____ often unwittingly sparks the creative inspiration you need to solve a problem.
3. You think _____ would be the perfect partner for your latest business idea.
4. You and _____ are co-writing a play about robots.
5. You steal _____'s equipment to use as components in your builds.
6. You like singing old space shanties with _____.
7. You and _____ once escaped from a planet just as it was about to be destroyed.
8. You have no idea why _____ stole one of your mechanical blueprints.
9. You first met _____ during a diner brawl.
10. _____ still blames you for an accident they caused using one of your devices.
11. You enjoy encouraging _____ to make their own mechanical creations.
12. _____ is the only person you really trust to test-drive your inventions.
13. You and _____ watch grav-skate derbies together.
14. _____ gets nervous and clumsy whenever you ask them for help.
15. You and _____ share similar frustrations with planetary leadership.
16. _____ was responsible for securing you the job that changed your life.
17. You accidentally broke an item of _____'s, but have promised to fix it.
18. You met _____ at a craft fair and have been friends ever since.
19. _____ still owes you for a really big repair job.
20. _____ cheers you up when your experiments fail.

1d20

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ALLIES AND RIVALS

These tables contain a variety of individuals that could have shaped your character's backstory, either as friends or foes. When you're in need of help, who is a safe pair of hands, and who might throw a spanner in the works?

ENGINEERING MINDS

1. Rekton Faxima –Jewellery made from spare parts jingles as they nod their head.
2. Nyal Lu'motch – Determined metalsmith obsessed with replicating organic form.
3. Ugo Frokhan – Dressed in oil-covered overalls; coughs like a spluttering engine.
4. Kobolt Blench – Always hot, sweaty and happy to say hello.
5. Wiley Tracesmith – Notable theorist who doesn't like getting their hands dirty.
6. Fil 'Fulcrum' Cray – Wears flip-flops; loves showing off their vehicle collection.
7. Dr Rok – Booming ex-wrestler with one fully mechanical arm.
8. Thao Ndora – Enthusiasm and energy vibrate through them; they beatbox while they work.

1d8

FORMER CONTRACTORS

1. Kiran Kerb – Suave real-estate developer who regularly orders innovative home appliances.
2. Jax McRoll – Perfectionist grav-scooter pit crew boss seeking lightweight engines.
3. Hadron Smythe - Scientist in need of specialised parts.
4. Thul'sa Warp – Affluent architect with a penchant for strange vehicles.
5. Gritt – Blue-haired broker who deals in high-tech machinery.
6. Cyan Soliel – Lost traveller from another galaxy hoping to upgrade their ship's comms.
7. Bree Aliopo – Extreme stunt performer building their next dangerous challenge.
8. Caliak Alaken - Calm, four-armed inventor wishing to expand their robotic workforce.

1d8

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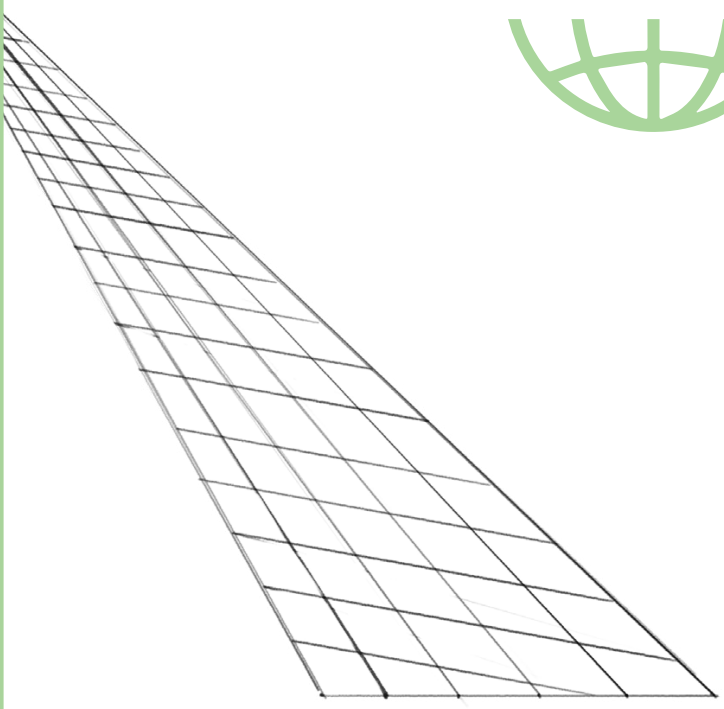
EXPLORERS & NAVIGATORS

Is your character ready to push the furthest frontiers of uncharted space in order to satisfy their wanderlust? These tables will help you equip adventure-seekers with exploration guilds, survival tools and bucket-list destinations from around the galaxy.



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BACKSTORY CONCEPT

Use the tables in this book to create imaginative characters with unique backstories, inspired by the locations and lore within your game's setting. You can use this explorer's description as inspiration for your own, a guide to structuring backstories, or a fully usable character for your next game!

DARA HENDRICKS

Dara Hendricks is the sixth generation of his family to join the ***Benevolent Guild of Wayfarers***. The guild is dedicated to ***expanding and updating maps*** of the known universe, and making them freely available to all.

Almost a year ago, ***Clem Hendricks***, Dara's mother and an experienced explorer in her own right, reportedly got lost on an ice planet named Oltundra. Efforts to find her were abandoned after four weeks, as the guild believed no one could have survived any longer in such hostile conditions. Dara disputed this, as his mother had a tendency to ***carry twice as many supplies as needed***. Dara has also grown suspicious of the circumstances of her disappearance. Clem was on a ***routine trek*** in favourable weather conditions, however, the trip took place shortly after she had voted against a fellow council member's proposal to monetise the guild's work. Dara believes his mother's ***rival is to blame*** for her disappearance.

Dara spent months alone on the ice ***looking for evidence*** to support his theory, returning to base only to top up his supplies and get medical treatment for ***signs of frostbite*** on his face. Recently, Dara found Clem's trusty ***geoscanner*** buried in the snow. The device contains detailed maps of a number of sites; Clem had marked some of these files as 'top-secret' and password-protected them using Dara's birthday as the code.

Dara's good friend ***Lev***, an ***intergalactic travel agent***, has suggested useful contacts to speak to in each location. However, Lev was unable to persuade Dara to take a short, restorative break at a ***luxury, lunar spa*** before continuing his search. For now, Dara remains focused on finding out what his mother was investigating before her disappearance.

The words in ***bold*** are parts of the backstory taken from the random tables within this book.

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ORIGINS AND GOALS

There are many reasons your character could have set off to travel the universe. But which one is their North Star – the goal that keeps them on a clear path, even when new challenges threaten to send them off course?

WHERE DID YOUR STORY BEGIN?

1. As part of your family's traditional test of adulthood, you were left on a distant planet to make your own way home. Not wishing to face the responsibilities awaiting you on your return, you plan to take a lengthy, scenic route.
2. After being placed in cryogenic sleep for an expedition, a fault led you to wake up decades later than planned. Modernity baffles you at times, but you are eager to find your place in this new world and locate the rest of your travel party.
3. A herbalist told you about a rare plant that could relieve some of the illness symptoms your sibling experiences. With a sketch of the flower as a guide, you search planet after planet for the elusive species.
4. You work for an organisation that records the topography of a rapidly changing universe, and are currently investigating environmental anomalies present on a string of planets.
5. You have always questioned claims that your parent, an experienced explorer, got lost on a routine trek. You suspect their old rival is to blame, but you must gather credible evidence to prove it.
6. You were raised in a strict society that taught there was no life outside of your own planet. The truth was revealed during a recent uprising; now, you are desperate to see the wonders of a universe you never knew existed.
7. The Hades Triangle is a portion of space where many explorers go missing. You have decided to gather a team, study the area and find out what might have happened to a number of your mentors and friends.
8. As a child, you vowed to travel beyond the glow-in-the-dark stars on your ceiling. Now, your goal is to travel to the edges of the known universe, name what waits for you there, and go down in history.

1d8

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APPEARANCE AND GEAR

FEATURES AND TRAITS

1. You check your thermometer every few minutes, out of habit.
2. Being shut indoors makes you tense, but you visibly relax when you get outside.
3. You often tell stories about your dangerous expeditions.
4. Your hands are calloused and your fingernails are very short.
5. The scent of rare herbs and spices wafts from the sprigs and pouches on your belt.
6. The skin on your face shows signs of sunburn and frostbite.
7. Dozens of piercings display pieces of jewellery from a variety of far-flung planets.
8. You are quick to learn local customs and make friends.
9. You rarely sit still and often pace or fidget as you talk.
10. The pain in your joints gets worse when inclement weather is approaching.

1d10

TRAVEL OUTFITS

1. Orange envirosuit with a wrist-mounted console and removable respirator.
2. Climbing boots and a harness worn over tank top and shorts.
3. Thick woven poncho and loops of chunky, beaded jewellery.
4. Rugged bush jacket, shoulder satchel and a sun hat with dangling tooth decorations.
5. Purple tunic and kepi hat, both trimmed with gold braid.
6. Long, wrap-around cloak that is camouflaged with the landscape of your home world.
7. Layers of tacky, ill-fitting clothes bought from tourist markets across the sector.
8. Luxurious, silk robes that are embroidered with alien runes.
9. Rusty spacesuit covered in old baggage stickers.
10. Insulated jacket and trousers, fresh out of the packet.

1d10

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ON-THE-GO WEAPONS

1. Flare pistol adapted to fire a range of explosive ammo.
2. Machete and dagger; both blades have camo-printing.
3. Long-barrelled rifle with an array of multi-lens scopes.
4. Spear adorned with the plumage of dangerous beasts.
5. Plasma staff, built by an ancient civilisation; the only other example is in a museum.
6. Dusty, battered revolver and quick-release hip holster.
7. Amphibious auto-rifle; a powerful torch is clipped underneath the barrel.
8. Hand phaser with adjustable stun, blast and beam settings.
9. Emergency axe; charred where it was used to escape a crash.
10. Glowing chain whip made from carbon nanotubes.

1d10

PERSONAL EFFECTS

1. Wooden charm bracelet; each charm is carved with the faces of a family you once knew.
2. Box of intricately labelled dirt samples from various planets.
3. Obsidian compass, engraved with 'Home Sweet Home'.
4. Old, paper map with faded lines where it is kept folded.
5. Checklist of planets; all but one name has been ticked off.
6. Glass, snowglobe pendant featuring a tiny model cabin.
7. Holoprojection showing you stood at the peak of the tallest mountain in the sector.
8. Dented telescope, handed down over several generations.
9. Exquisite tin whistle that is decorated with looped ribbons.
10. A tasselled scarf with your favourite sports team's logo.

1d10

MAKING MEMORIES

Your character's appearance may incorporate a wide variety of keepsakes acquired on their travels, but it doesn't stop there! Keep collecting souvenirs from the new places your story takes you. You never know when a seemingly mundane memento might come in useful.

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ENHANCED EQUIPMENT

MULTIFUNCTIONAL WEAPONS

1. Sonic-pulse emitter that can shatter organic substances like rock and base metals.
2. This crossbow's bolts embed a tracking device into a target.
3. Bag of credits that explode into silver shards when thrown.
4. Grav-boomerang that can strike multiple targets before returning to your belt.
5. Neuro-controlled drone with a hose that spews hot plasma.
6. Nanowhip that shrinks any creature or object in its grasp.
7. Subaquatic pistol that shoots highly pressurised liquid; can propel the user through water.
8. Rifle with a proton beam; shots fired from this conceptual weapon have a 99% hit rate.
9. Ultra sharp, crystal machete blade that cannot be blunted.
10. Wrist-mounted cannon that fires electrified wire nets.

1d10

SPECIALIST SURVIVAL GEAR

1. Metal bottle that auto-refills with water absorbed from the humidity in the atmosphere.
2. Handheld, meteorological drone that accurately predicts future weather conditions.
3. Pocket-sized, pop-up tent that is big enough to fit six adults.
4. Pack of wafers; each contains one day's worth of nutrients.
5. Distress-signal button with a range of one light year.
6. Pheromone diffuser that can repel many wildlife species.
7. Purifying cubes that slowly change any liquid into water.
8. Bubble gum that creates breathable air when blown.
9. Geoscanner that uses seismic activity to map the local area in incredible detail.
10. Thermoregulated foil that can be used to freeze or cook the food it wraps around.

1d10

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EXPLORERS' GUILDS

Who is funding your character's expeditions? These tables will help you create an organisation with interests in exploration. Your character could be on the society's payroll or take the occasional freelance contract.

GUILD NAME

1. Supreme Guild of Navigators
2. Pilgrim's Compass
3. Galactic Cartography Union
4. Exploration Nation
5. Benevolent Guild of Wayfarers
6. Outer Limit Expeditions
7. Horizon Seekers Alliance
8. Interplanetary Prospectors
9. 17th Rover Brigade
10. Third Star Travellers
11. School of Meteorologists
12. Hyperspace Aspirants

1d12

LOGO

1. Flag embedded in lunar rock.
2. Long footprint with six toes.
3. Untethered spacesuit.
4. Constellation map.
5. Pair of interlocking carabiners.
6. Currency sign over a planet.
7. Vintage rocket in launch arc.
8. Compass with five points.
9. Telescope and a single star.
10. Figure stood on a mountain.
11. Silhouette of an observatory.
12. Eye with a swirling pupil.

1d12

THE SOCIETY SPECIALISES IN...

1. identifying potential locations for industrial expansion.
2. securing sites of cultural significance for preservation.
3. chaperoning tourist trips in dangerous environments.
4. off-the-record reconnaissance and intelligence gathering.
5. expanding and updating maps of the known universe.
6. gaining insights into other societies by living with them.
7. collecting curious, biological specimens for scientific study.
8. treasure hunting, piracy and smuggling restricted items.
9. locating pockets of rare minerals across the galaxy.
10. breaking exploration records and setting new ones.

1d10

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TRAVEL LOGS

Whether written, recorded or vlogged, it is vital that explorers document their adventures. These tables could generate an entry from your character's past, or the last words of an unfortunate NPC who trod the path ahead of you.

I HAVE TRAVELLED...

1. since sunrise this morning.
2. for around three days.
3. for almost two weeks now.
4. for what feels like months.

1d4

THE WEATHER IS...

1. unseasonably cold.
2. surprisingly pleasant.
3. very changeable.
4. extreme and dangerous.

1d4

MY DAY BEGAN WITH...

1. being woken by a stranger.
2. a severe weather warning.
3. upbeat tunes on the radio.
4. an urgent call from a friend.
5. my daily exercise routine.
6. a beautiful sunrise.
7. finding an injured creature.
8. sounds of nearby fighting.
9. news of my rival's progress.
10. a hearty breakfast.
11. my tent setting on fire.
12. an incredibly lucky find.

1d12

MY PROGRESS WAS HINDERED BECAUSE...

1. all my belongings were stolen by an aggressive gang; I had to flee for my life.
2. I was struck down by a bizarre illness, so I could not move for much of the day.
3. my navigational software spent two hours buffering.
4. I was forced to take a longer, less-exposed route to avoid government patrols.
5. a passing group offered to share their food and wonderful stories with me.
6. I paused to paint a picture of a stunning, scenic landscape.
7. thick fog blocked the way ahead; the further I travelled, the more lost I became.
8. all forms of onward transport were cancelled due to fuel and staff shortages.

1d8

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MUST-SEE DESTINATIONS

1. For a brief window during its 185-year-orbit, this forest planet has the most spectacular autumn foliage in the galaxy. Those lucky enough to catch a look wear enhanced goggles, as leaves transition through a range of colours beyond the visual spectrum.

2. This beautiful marble building is thousands of years old, but the infinity-power core it houses still glows as if new. Visitors are often moved to tears by this marvel of the past; the core was created so long ago, but its technology far surpasses today's capabilities.

3. Said to be the ultimate party planet, tourists flock here in their millions to experience the industry-leading food replicators, VR musical performances and nightly drone light displays.

4. This cave system seems to bend the rules of physics, as each cave experiences a different level of gravity. At the cavern's centre, a huge, floating lake is home to all kinds of wondrous fish.

5. Centuries ago, this urban sprawl housed millions of citizens, until a nuclear leak forced them to leave. The lingering fallout deters all but anthropologists, researchers and morbidly curious travellers.

6. Every inch of this small town is branded with the disputed claim that it is the geographical centre of the universe. Souvenir shops and holo-photobooths litter the area, while a fly-thru wedding chapel is topped with a neon sign reading 'Centre of MY Universe'.

7. This luxury, lunar spa offers incredible, restorative treatments, including moon-rock pumice scrubs. They promise a two-day stay will realign their guests' energies with the cycles of the universe.

8. Entirely designed by AI, this city is constructed using unusual geometric patterns. Streets curve and loop on top of each other, and vertical gardens wrap around outrageously tall glass buildings.

1d8

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CREW RELATIONSHIPS

Life can feel like a blur of exploration and new discoveries. Roll on this table to find the connections that help you to feel grounded, even when you're floating in uncharted space.

CHARACTER CONNECTIONS

1. _____ always asks you to take their photograph when you visit somewhere new.
2. You find _____'s interactions with authority figures frustrating.
3. You met _____when they employed you to scout an expedition for them.
4. You once carried _____ for 30 miles, during a storm.
5. You enjoy creating onboard treasure hunts for _____.
6. You think _____'s habit of hitting malfunctioning equipment is endearing.
7. You often have to correct _____ when they mistake left and right.
8. You and _____ tell vastly different stories about how you met.
9. _____ brings you cups of coffee when you are charting a complex course.
10. _____ reminds you of someone from your past.
11. _____ is the only crew member who can read your handwriting.
12. It was hate at first sight for you and _____, but things have now changed.
13. You and _____ have nicknames for each other that no one else uses.
14. You and _____ are constantly making plans for future vacations.
15. _____ borrows your equipment without asking, and gives it back dirty.
16. You would love for _____ to give you a tour of their home planet.
17. You pack an extra layer for when _____ gets cold.
18. You met _____ when you were given neighbouring cabins on a cruise vessel.
19. _____ gives the worst directions you've ever heard.
20. _____ has met all your childhood friends.

1d20

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ALLIES AND RIVALS

Which of these individuals has your character crossed paths with on their travels? Roll on the tables to add new contacts to your backstory. Perhaps one of them helped you navigate unfamiliar terrain, or led you directly into it...

SCOUTS AND GUIDES

1. Zenith To'ell – Cartographer in a glimmering shawl. Always suggests a shortcut route.
2. Cecile Bena – Wrinkled adventurer trying to tick planets off their bucket list.
3. Sidney Little – Has travelled the universe, but still boasts about their home town.
4. Blu Blu – Famously made first contact with another sector.
5. Taavind Bosch – Dresses in historic, formal clothing and never seems to get dirty.
6. Herb Marshall – Spotty scout who often gets travel sick.
7. Clem Hendricks – Carries twice as many supplies as needed in their huge, neon-tipped bag.
8. Ansel Ze – Brooding lone wolf who is impossible to track if they don't want to be found.

1d8

TRAVEL ASSOCIATES

1. Dr Ferix Frobisher – Celebrity rare map dealer with many contacts; dressed to the nines.
2. Steel Verso – Battle-scarred boss of a smuggling gang.
3. Hans Whim – Bespectacled equipment safety inspector. Passionate about protocol.
4. Lev Tarrow – Chic, intergalactic travel agent; able to secure any luxury accommodation.
5. Yara Tazz – Skittish seismic map specialist who works for an engineering company.
6. Herschet Rowch – Sells illegal navigation tech from a long coat down dark alleyways.
7. Po Quasar – Scruffy visa officer. Grants clearance to restricted spaces, for a price.
8. Rusty276 – Friendly archivist droid containing rare records.

1d8

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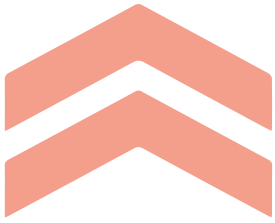

MARINES & LAW ENFORCERS

Space is a dangerous place, so characters with military training are often an important part of any mission. Ensure they are ready for action with a range of weapons, armour and tactical tools, then flesh out their service history with ideas for platoon mates and battalions.

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BACKSTORY CONCEPT

Use the tables in this book to create imaginative characters with unique backstories, inspired by the locations and lore within your game's setting. You can use this soldier's description as inspiration for your own, a guide to structuring backstories, or a fully usable character for your next game!

LIEUTENANT RAWGIN BERSTONE

Experienced, reliable and fiercely protective, Lieutenant Rawgin Berstone exemplifies the ethos of the ***Platinum Patrol***. This group of intergalatic ***peacekeepers*** are sent in to bring order and calm to areas of unrest only when all other avenues of negotiation have failed.

Before he donned the Patrol's blue, ***heavy-assault armour***, Rawgin was trained by a stringent superior officer, ***General Tillington***. All cadets were expected to ***master high-tech weaponry***, and Rawgin soon gained expertise with everything from the simple survival knife on his hip to the intensely powerful ***mine-propelling rifle*** slung over his back.

Since then, Rawgin has travelled much of the galaxy with the Platinum Patrol, maintaining law and order throughout the four sectors. He hoped to rise through the ranks, one day become a general himself, and maybe retire back on his ***home planet and raise a family there***. That was until a recent mission on the planet Hia Prime changed his career's trajectory.

A criminal gang known as the ***Reality Society*** gained intel about Rawgin's battalion before they arrived, and ***spread misleading propaganda*** about the Platinum Patrol. Because the Society had already accumulated a significant following on Hia Prime, the ***riots*** that followed the battalion's arrival were severe, and an immediate retreat was sanctioned.

The mission's commanding officer, General Tillington, resigned, and his battalion was disbanded for losing control of the situation. Rawgin was given a new mission: discover all he can about the Reality Society, find a way to dismantle them, then free Hia Prime from the faction's control.

The words in ***bold*** are parts of the backstory taken from the random tables within this book.

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ORIGINS AND GOALS

A life of service and protection is rarely a decision made easily. Did your character choose this life, or did this life choose them? Use this table to help uncover what drives your character and where these motivations stem from.

WHERE DID YOUR STORY BEGIN?

1. Your parent was a decorated military captain known for their lack of mercy. Despite your protestations, nepotism secured you a number of promotions. You want to earn a new job based on merit.
2. You signed up for camaraderie and action, but the humdrum life of a new recruit left you unfulfilled. You volunteer for the most dangerous missions, chasing the excitement you were promised.
3. The unfortunate victim of a case of mistaken identity, you were court marshalled and dishonourably discharged. Now working outside of the system, you strive to find the real culprit to set the record straight and clear your name.
4. You only remember two things. One is waking up in a salvage yard in a military uniform with no identification; the other is a face. You scour the universe in search of this mysterious stranger.
5. You served as an intergalactic peacekeeper, journeying to areas of unrest to bring order and calm, until one of your missions went horribly wrong. You seek answers about the people who sabotaged you.
6. Universally considered a war hero, you have been offered a high-profile ceremonial role. But parades and propaganda don't interest you. You have negotiated 'one last job' with your superior, and want to drag it out as long as possible.
7. One of your old squad mates was declared missing, but the official investigation has gone cold. You seek out new leads and evidence to find closure for your friend's loved ones, and for yourself.
8. After witnessing something that powerful people want kept quiet, you are on the run. You travel far and wide, always looking over your shoulder, in search of somewhere safe to build a new life.

1d8

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APPEARANCE AND GEAR

FEATURES AND TRAITS

1. A burn on the left side of your face reminds you of a great sacrifice you made.
2. You try to hide a limp caused by an old wound.
3. The volume of your voice is always a little too loud.
4. You have a motivational quote for every circumstance, and frequently pass them on.
5. Your laughter is distinctive and high-pitched.
6. You love talking about your tattoos, each one reminds you of a past glory or friendship.
7. You pride yourself on the condition of your uniform.
8. Your trigger fingers twitch when hearing loud noises.
9. You have a jaw made of polished chrome; it is full of serrated, knife-like teeth.
10. Everything you say is sharp, abrupt and to the point.

1d10

MILITARY UNIFORMS

1. Royal-blue, ceremonial tunic covered in golden tassels.
2. Full-flock ghillie suit that mimics plant life from your home planet.
3. Padded trench coat worn over a white shirt and shorts.
4. Stained tank-top, baggy cargo trousers and criss-crossed bandoliers filled with ammo.
5. Tight, black bodysuit with a utility belt and balaclava.
6. Protective vest over stylishly tailored civilian clothing.
7. Heavy-assault armour with rivets and screws; it is painted in your unit's striking colours.
8. Crimson overcoat and tall, multicoloured, plumed hat.
9. Sleek nanomesh suit, earpiece and dark shades.
10. Gas mask linked to breathing apparatus attached to the back of your grey jumpsuit.

1d10

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ARMY ARTILLERY

1. Snub-nosed revolver loaded with chubby bullets.
2. Survival knife; its hilt is able to store small, essential items.
3. Plasma shotgun with a chunky, shot-spread adjustment cone.
4. Extendable stun baton that crackles with electricity.
5. Heirloom cutlass engraved with your family name; its blade is a red-hot laser.
6. Flechette pistol with a raised holoscope to aid accuracy.
7. Thin sniper rifle sprayed with bright-orange tiger stripes.
8. Many grenades in varying shapes and sizes, clipped onto a hefty utility belt.
9. Concealed, wrist-mounted taser that fires tiny darts.
10. Belt-fed machine gun lit up by two strips of pink neon.

1d10

PERSONAL EFFECTS

1. Dog tags from a friend you lost in action many years ago.
2. A holoprojection of your family back at home.
3. Threadbare stuffed toy with dangling button eyes.
4. Autopsy report that seems to contradict a high-profile, ongoing police investigation.
5. Bullets from your favourite weapon, hanging on a chain.
6. Medals for an act of valour; you keep them in a display case.
7. Unsolved, handheld puzzle that you found at the scene of a notorious crime.
8. Unopened bottle of speciality drink from a destroyed planet.
9. Datastick that holds blueprints of an army barracks.
10. Bottle opener in the shape of a galactic trooper's helmet.

1d10

MORE THAN A UNIFORM

Everyone has a life beyond their duties. How does your character act when they aren't in uniform? What would it mean for them to leave their martial responsibilities behind? These two questions will help you get under your character's skin, and add a new dimension to how they think and behave.

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ENHANCED EQUIPMENT

ELITE WEAPONS

1. Shimmering green baton with knock-back capabilities.
2. Armour-piercing rifle; reactive coating makes the weapon invisible to ordinary eyes.
3. Battered, old bolt gun modified for modern incendiary ammo.
4. Mini, whirling grenades; they create small vortices that elevate the target.
5. A large, spiked mace imbued with a fast-acting sleep serum.
6. Chunky rifle that fires bursts of five miniature, explosive, proximity-activated mines.
7. Double-ended, neon-blue sword that rotates on its hilt.
8. Mechanised, rusty axe with a chain-driven edge; capable of cutting through most metals.
9. Golden gauntlets; each houses three retractable claws.
10. Advanced blunderbuss with corrosive, sticky ammunition.

1d10

TACTICAL TOOLS

1. Auto-adjusting handcuffs that can restrain any shapeshifter.
2. Oily, black, chemical spray that fatigues the attacker.
3. Light nanogauze that relieves pain and quickly knits wounds back together.
4. Compact, remote stasis field for halting fleeing assailants.
5. Tablet that renders hologram mock-ups of targets based on verbal descriptions.
6. Handheld, 360-degree UV light that highlights organic fluids.
7. Teleportation pin; on contact, the target is relocated to a pre-approved holding facility.
8. Slimline radar interceptor; can send impressive decoy signals.
9. Visor that scans targets and flags pending arrest warrants.
10. Respirator that protects against chemical attacks by rapidly producing antidotes.

1d10

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MARTIAL BATTALIONS

Does your character have an affiliation, past or present, with a specific law enforcement agency or military unit? Roll on the tables below to develop both the group and your character's involvement with them.

CORPS NAME

1. The Platinum Patrol
2. Lancea Guard
3. Bulwark Army
4. Viscount's Marines
5. Zeta Force
6. Brass Heart Legion
7. Thundershock Troopers
8. 19th Virtuous Battalion
9. The Raven Warriors
10. Shadow Hounds

1d10

CORPS INITIATIVE

1. Train elite, black-ops units.
2. Develop bodyguard skills.
3. Test new super-soldier serums.
4. Film propaganda material.
5. Identify future leaders.
6. Prepare undercover agents.
7. Ensure obedience and order.
8. Prepare for off-world missions.
9. Master high-tech weaponry.
10. Turn prisoners into recruits.

1d10

DURING YOUR TRAINING, YOU...

1. stole a live animal mascot from a rival squadron's base.
2. broke an academy record for the most push-ups done in one hour, then broke it again.
3. defended your battalion's base when it came under attack from enemy forces.
4. made great friends, some you still keep in contact with.
5. got into many arguments with your merciless marshall.
6. were injured, but managed to complete the course with help from your friends.
7. noticed a cadet disappear in suspicious circumstances.
8. were disciplined after being caught out past your curfew.
9. played a lot of holodarts in the mess hall with your comrades.
10. received a coveted medal of commendation at your graduation ceremony.

1d10

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CRIMINAL FACTIONS

One or two small-time crooks are easily stopped, but larger, more organised groups of criminals can undermine authority and cause widespread fear and panic. Are any of these gangs causing a problem in your sector?

ORGANISED CRIME GANGS

1. *Demolition Mission* illegally distribute modified firearms.
2. Members of *Dynware* steal from and impersonate officers.
3. The riots caused by *The Reality Society* are fuelled by misleading propaganda.
4. *X-Market* raid military bases, pilfer equipment, then sell it in their online store.
5. *Chokers* spray toxic gasses and rob their coughing victims.
6. When *Chroma* infiltrate a settlement, they vandalise everything in sight.
7. The owners of file-sharing site *Classified* release stolen data.
8. *Dermotrust Inc.* are a group of phoney doctors who extort money from sick patients.
9. Fake IDs, forged visas and counterfeit documents are the speciality of *Dot Matrix*.
10. *Wildfyre* create plasma superweapons in secret, then sell them at illegal auctions.
11. *Loudmouth* kidnap politicians who they deem to be corrupt and conduct vigilante trials.
12. *Screechers* use lanes of traffic as illegal bike-racing strips.
13. The group known as *Incision* are merciless bounty hunters.
14. Posing as janitors, *Glad Rags* have pulled off many heists.
15. *SW1FT* are stealthy, robotic assassins known for taking out prominent journalists.
16. *Rigley's Crew* aren't famed for their intelligence, but are feared for their brute force.
17. The thugs of *Caravandals* pillage helpless cargo ships.
18. *Twin Mirror* make illegal clones; it is rumoured they have an immense laboratory.
19. *Little Sparrows* steal parts from luxury vehicles to help build their own fleet of ships.
20. The illegal technology that is pioneered by *Scorpion Grass* painfully extracts memories.

1d20

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RETIREMENT PLANS

Plans for the future can impact a character's actions in the present, whether its saving their wages for a big trip or finding new hobbies. Is your character looking forward to a change of pace, or dreading things slowing down?

PLANS FOR THE FUTURE

1. Write a series of thrillers based on your own wild adventures.
2. Build a wooden cabin on a remote forest planet and live completely off the grid.
3. Learn to play the saxophone and audition for a jazz quartet.
4. Establish a private security consultancy firm, working for only the wealthiest of clients.
5. Tend to your hydroponic garden and experiment with new strains of vegetables.
6. Complete a trial that involves climbing the highest peak of every planet in the system.
7. Build a dark room and develop the images from all the rolls of photographic film you've shot.
8. Set up a support group for colleagues who have suffered challenges similar to your own.
9. Volunteer at a small museum that specialises in one of your favourite hobbies.
10. Work part-time as a guard on wildlife safari holidays.
11. Become an instructor at your old training academy.
12. Learn to cook using a vintage recipe book, instead of relying on a food replicator.
13. Return to your home planet and raise a family there.
14. Become a full-time judge of professional body-building contests and pageants.
15. Create a collection of oil paintings that reflect your dreaming mind.
16. Open a store selling tactical gear and surplus uniform.
17. Move into a retirement home for veterans, with amenities such as a shooting range.
18. Dedicate the rest of your life to solving the unsolved cases that haunt you.
19. Relax on a seven-year-long cruise around the galaxy's landmarks and wonders.
20. Follow your beloved sports team to home and away games, as a commentator.

1d20

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CREW RELATIONSHIPS

In order to survive the dangers of space, you need to know your team have your back. Roll on this table to create bonds that connect your character to the other members of their crew.

CHARACTER CONNECTIONS

1. _____ helped upgrade your armour and make it more comfortable.
2. You once carried _____ away from an explosion in a highly dramatic fashion.
3. You don't trust _____ to clean their weapon safely.
4. You are training _____ to help improve their fitness.
5. You once lost an arm wrestle with _____, to your utter humiliation.
6. You hate it when _____ uses the comms network for personal messages.
7. You find it easy to share your feelings with _____.
8. _____ is your preferred bunk mate because they don't complain about your snoring.
9. A miscommunication led to you briefly holding _____ prisoner.
10. _____'s attitude towards following orders is difficult for you to accept.
11. You have asked _____ to deliver a holomessage to your family, if you are killed.
12. After losing a bet, you carry most of _____'s equipment in your bag.
13. You and _____ play holochess in your downtime.
14. Your computer password is _____'s name.
15. _____ teases you for getting nervous during ship take-off and landing.
16. You used to work with one of _____'s bitter rivals.
17. You have doubts about _____'s past, and the account of their upbringing.
18. You are convinced that _____ is going to get you killed one day.
19. You struggle to pay attention when _____ is briefing the team.
20. You have many questions about _____'s work, but are afraid to ask.

1d20

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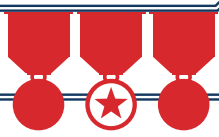
ALLIES AND RIVALS

The bonds forged in battle are not easily broken. Use these tables to add a compelling relationship to your character's backstory. Do you owe this person a life debt, or can they call in a favour of their own?

SOLDIERS AND RECRUITS

1. Nix Kcuti – The child of a senior officer, they sulk and resent the attention this brings them.
2. Lains Brightstar – Always the joker in the squadron, even if their timing is inappropriate.
3. Ilex Trent – Brash in attitude and appearance, they turn everything into a contest.
4. Oza Day – Grumpy, but first to help when someone is in need.
5. Aray Arra – Their skittish nature hides the steely nerves of an expert sniper.
6. Brick Rogers – This scruffy cadet is always missing an element of their uniform.
7. Keyla Rugun – Natural leader who wears many medals.
8. Pirioux Larh – Obsessed with strength training; struggles to fit in standard-issue armour.

1d8



WEAPON SUPPLIERS

1. Val Mula – Owns a notorious storage facility but denies any link to its deadly contents.
2. Rozy Phipp – Sells high-tech plasma weapons, behind the front of an ice-cream store.
3. Brath Yenks – Paranoid about government spies; lives and works in a remote bunker.
4. XKLBR – Artisan bladesmith who monograms all their work.
5. General Tillington – Ex-soldier who facilitates ammo trades between contacts, for a cut.
6. E-vo Grey – Young billionaire inventor who creates and distributes weapons for fun.
7. Tal'd Su – Discreet armourer, speaks only to set a price.
8. Draz Irom – Tenth-generation plasma cannon maker who is very proud of their business.

1d8

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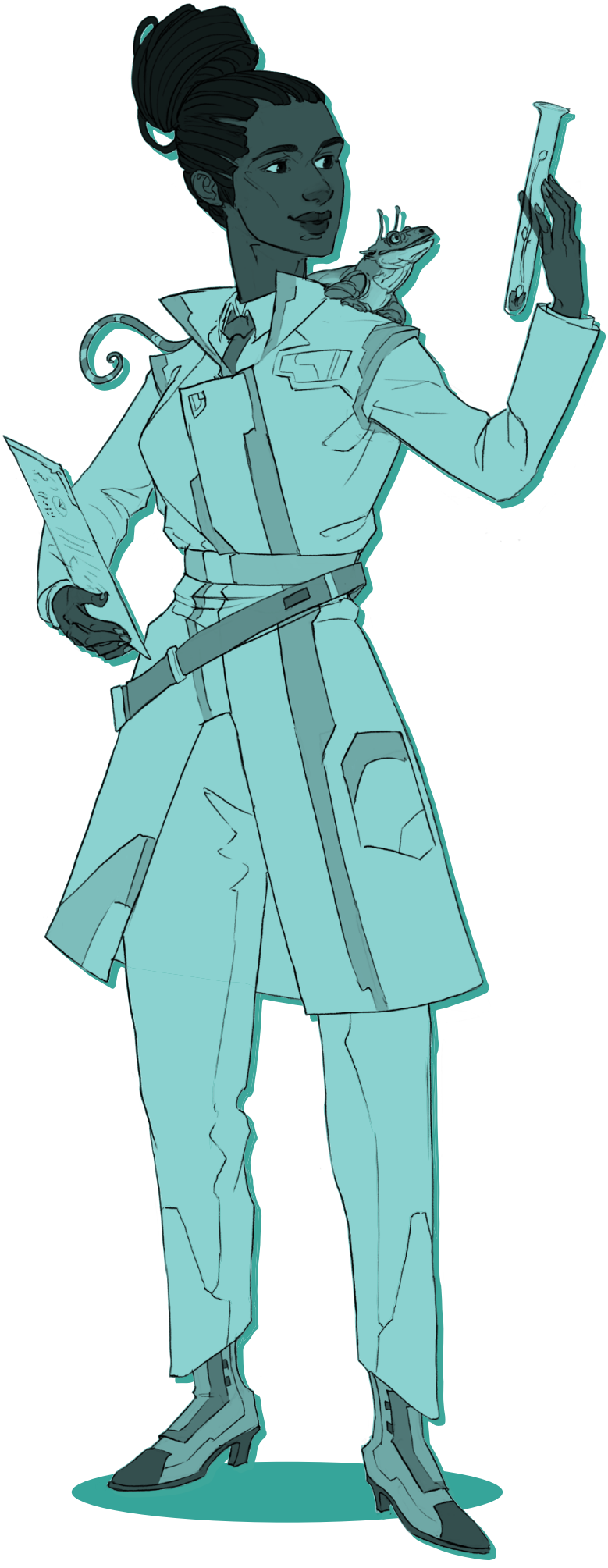

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MEDICS & ASTROBIOLOGISTS

Space provides infinite opportunities for study and learning. Develop a scientifically minded character to bring medical and research expertise to any crew, using these suggestions for alien specimens, futuristic laboratory interiors, research topics and modified medical tools.

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BACKSTORY CONCEPT

Use the tables in this book to create imaginative characters with unique backstories, inspired by the locations and lore within your game's setting. You can use this scientist's description as inspiration for your own, a guide to structuring backstories, or a fully usable character for your next game!

DR KASSIOPIA IMANI

The ***Royal Society of Astrobiology*** is the centre of scientific learning on the planet Terronda, and Dr Kassiopia Imani is one of its most notable alumni. Her research project, focusing on the synthesis of ***antidotes to common poisons***, won multiple awards, and her accelerated course progress led her to become the ***youngest graduate of the college in six centuries***.

After graduation, Kassi chose adventure over academia and signed up for the Terrondan ***military's science corps***. She was ***inspired by her older sister***, Mydea, who had joined the military five years earlier. Before leaving, Kassi got a ***small wrist tattoo*** depicting Terronda and its distinctive pair of crossed rings; the design mirrors one Mydea got when she enlisted.

Kassi has taken to life onboard a battleship cruiser remarkably quickly. She has reverse-engineered some of her antidote research to create ***non-fatal, debilitating serums***, stored in a small handheld device for use in action. She has also adopted Einstein, a ***telepathic alien reptile*** who lives in the pocket of Kassi's lab coat. While Kassi applies skin-regenerating ***smiley-face stickers*** to her patient's wounds, Einstein amuses them and helps them feel calm.

Kassi has two major frustrations with life in space, however. One is sharing a lab with ***Dill Phontus III***, who insists on ***recalibrating Kassi's equipment*** and bossing her around. The other is the strange tone Mydea uses when she replies to Kassi's messages. Kassi can't figure out why her sister is so reluctant to meet up now they're serving in the same organisation, or why Mydea's medical records are marked as classified. Never one to leave a puzzle unsolved, Kassi has decided to investigate.

The words in ***bold*** are parts of the backstory taken from the random tables within this book.

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ORIGINS AND GOALS

What was the catalyst for your character's love of science, and what led them to spacefaring? This table contains suggestions for your character's past, and motivations to guide them in future decision-making.

WHERE DID YOUR STORY BEGIN?

1. For generations, an unpleasant disease has run rife on your planet. You learned your skills in an underfunded emergency hospital. The suffering you saw inspired you to search the galaxy for a cure.
2. You grew up in a family of doctors who mocked you for feeling queasy at the sight of blood. You are now close to perfecting a non-intrusive tool for taking blood samples, but need to carry out some more real-world trials.
3. As a student, you made a breakthrough discovery, which has made you a sought-after expert in your field. You have been offered a large sum to speak at a distant university, so are making your way there.
4. You signed up for the military's science corps after your older sibling joined the spacefleet. You wanted to work with them, but were always assigned to different vessels. You hope to be reunited soon.
5. Early in your career, you accepted a job at a notorious corporation to gain access to their state-of-the-art medical equipment. After exploiting their resources for many years, you have quit and now seek an ethical employer.
6. As a child, you loved scientific books about marine biology on different planets. You travel the galaxy to see these aquatic creatures in person. Discovering a new species would be a dream come true.
7. You are covertly investigating conspiracy theories about the government's experiments to turn infants into super soldiers. You have suspicions about your own upbringing, but rarely share them with others.
8. The only test you have ever failed was the entrance exam for an internship at an elite research company. You are now determined to beat their lab staff in a race to develop safe anti-aging technology.

1d8

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APPEARANCE AND GEAR

FEATURES AND TRAITS

1. Exposure to harsh chemicals has dyed your hands blue.
2. You often appear to be daydreaming, but are actually running mental calculations.
3. Your eyebrows are in the early stages of regrowth, after being singed during an experiment.
4. Your hair is worn back in a tight hair net.
5. You wear shoulder pads to appear broader than you are.
6. You have a tattoo of your home planet on your wrist.
7. Your tone remains steady and calm, even when stressed.
8. You always wear a clear face mask and a belt full of vials.
9. You have sparkling teeth, the result of inventing your own toothpaste formula.
10. You are prone to babbling when talking about your interests and passions.

1d10

CLINICAL CLOTHING

1. Silk tunic and loose trousers in a calming green colour.
2. Standard-issue military spacesuit with a medic's armband on the sleeve.
3. Thick rubber gloves and heavy long-sleeved apron covered in chemical burn marks.
4. T-shirt with a cartoon animal design and scruffy jeans.
5. Custom surgical scrubs with a colourful, tropical plant print.
6. Orange biohazard suit made out of a thin nylon composite.
7. Black jumpsuit worn beneath a metallic exoskeleton, fully equipped with surgical tools.
8. Close-fitting blue top and trousers, with antibacterial silver-mesh outer layer.
9. Fashionable streetwear with a tailored purple jacket.
10. Asymmetric lab coat covering a smart shirt and a neat tie.

1d10

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BASIC WEAPONS

1. Defibrillator gloves that deliver electrical shocks.
2. Carbon-fibre cane. Two snakes wrap around the handle.
3. Handheld device that fires sharp, weaponised syringes.
4. Collection of pressurised aerosol grenades.
5. Set of stainless steel surgical scalpels stored in a nylon, wipe-clean wallet.
6. Phaser normally used to disintegrate kidney stones, adapted for bigger targets.
7. Lightweight laser pistol with smooth, ergonomic design.
8. Electrocauterisation probe powered by a solar battery.
9. Oscillating buzz saw designed for orthopedic surgery.
10. Combination pen, pipette and high-intensity laser.

1d10

PERSONAL EFFECTS

1. Reptilian scale preserved in an antique microscope slide.
2. Miniature digital device storing a virtual pet, which needs regular care and attention.
3. ID card with your details and a picture of your older self.
4. Unlabelled, corked cylinder of sludgy, brown slime.
5. Sheet of test scores showing two failed examinations.
6. Digital stopwatch. The timer has been paused with 48 seconds remaining.
7. Handwritten thank you note on presidential stationery.
8. Water-damaged notebook with illegible formulae inside.
9. Half-eaten bag of candy that's only sold on your home planet.
10. Matchbox holding assorted alien tooth samples.

1d10

FIELD MEDICINE

A white coat might suffice for someone working in a regular lab, but if your medic or scientist is setting off into space, they'll have different clothing requirements. Adding some scientific flavour to armour and weapons can help them feel appropriate for a character who isn't a regular in combat.

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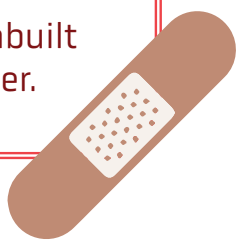
ENHANCED EQUIPMENT

EXPERIMENTAL WEAPONS

1. Luminosity cannon; its bright bolts travel around corners.
2. Regenerating grenade that reforms after detonation and explodes for a second time.
3. Yellow rifle; shoots fast-acting, hallucinogen-tipped rounds.
4. Sharp scissors that teleport back to the owner if thrown.
5. Pistol with temporally-charged bullets that slow the movement of anyone they hit.
6. Steel sabre with a high-tech tracking beacon in its hilt.
7. Molecular alteration baton that temporarily shrinks any creature it hits.
8. Incision scalpel; cuts made with this weapon cannot be closed or healed for 24 hours.
9. Sonic pulse emitter that can disrupt antigravity tech.
10. Infinity shotgun with inbuilt ammo replicator cylinder.

1d10



MODIFIED MEDICAL TOOLS

1. Sonic stethoscope able to detect heartbeats from up to 100 feet away.
2. Smiley-face stickers that can regenerate a patch of skin.
3. Spray-action tranquilliser; the scent makes a creature suggestible for 1d6 hours.
4. Thermometer that can slowly melt any metal that it touches.
5. Biometric scanner that can identify any organic species.
6. Auto-translation prescription pad; any writing copied onto it becomes readable to all.
7. White satchel that only opens if it detects its owner.
8. Lab coat with in-built cloaking device; can make its wearer invisible for 1d10 minutes.
9. Cherry lollipop that reduces a creature's stress level.
10. CT goggles that can see through skin and thin walls.

1d10

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TREASURED SPECIMENS

Has your character ever thrown the rules of scientific detachment out of the airlock, and formed a bond with one of the life forms they study? Roll on the table to discover a research specimen they might adopt or display.

ADOPTED ANIMALS

1. Telepathic, alien reptile; its scales change colour based on the mood of those nearby.
2. Otter-squirrel hybrid. This small mammal can climb and swim with equal ease.
3. Tortoise that ages backwards, a result of temporal testing.
4. Shape-shifting carnivore that often assumes the form of a fluffy, purple rabbit.
5. Tarantula with a cybernetic implant that allows it to speak in many languages.
6. Loud, glowing, parrot-like bird that smells like soap.
7. The result of genetic splicing, the pigapoo is a micropig with poodle fur and a tiny brain.
8. Alien mammal similar to a bat. It feeds on electricity and creates sparks when flying.

1d8

PROCURED PLANTS

1. Six shallow, transparent dishes containing spores that give off a faint, pulsating glow.
2. Frost-coated blue flowers harvested on an frozen planet, now preserved in a cryovase.
3. Tank full of cacti that regularly disintegrate and reform.
4. Ancient, easy-to-propagate succulent, and its numerous genetically modified offshoots.
5. Collection of brightly coloured petals, gathered from all across the galaxy.
6. Petrified bark of an extinct tree, plus a vial containing a small sample of its sap.
7. Tiny bonsai tree that blooms with gravity-resistant blossom once a year.
8. Fast-growing vines laden with potent-smelling fruit.

1d8

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ACADEMIC CREDENTIALS

Your crew rely on your knowledge to keep them alive in hostile environments, or when they end up in the med bay with a parasite bursting out of their chest. Put them at ease with a quick recap of your scientific qualifications.

UNIVERSITY NAME

1. Yebrus Academy of Sciences
2. University of Zygon-17
3. T'zen Intergalactic Laboratory
4. Royal Society of Astrobiology
5. IRX Labs: Lunar Campus
6. 9th Experimentation Division
7. Xtero Institute of Xenobiology
8. Ryslig's School for Geniuses
9. Ministry of Alien Research
10. College of the Twin Novas

1d10

YOU SPECIALISED IN...

1. splicing alien and human DNA.
2. formulating new toxic gases.
3. AI-assisted surgery.
4. mapping parasite genomes.
5. improving dehydrated rations.
6. classifying xenoplant species.
7. developing antidotes to poison.
8. respiratory illnesses in frogs.
9. the search for new fuel types.
10. soil and erosion analysis.

1d10

YOU ARE KNOWN FOR...

1. losing a rare mineral specimen from a distant planet.
2. winning a research grant for a pharmaceutical company, who you later testified against.
3. being the youngest graduate of your college in six centuries.
4. finding a cure for a non-fatal, but very unpleasant smelling, fungal nail infection.
5. inventing a device to brew tea and coffee in zero gravity.
6. exposing a corporate spy who was posing as a scientist to steal your lab's valuable work.
7. accidentally burning down a government-run laboratory.
8. spotting an error in a formula, which saved a planet from an imminent asteroid impact.

1d8

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LABORATORY INTERIORS

1. A large, domed glass structure dominates the lab, filtering solar light for the rows of plant specimens that bloom beneath. When natural light isn't available, a lattice of magenta LED strips ensures the hydroponic crops continue to flourish.

2. Clearly a repurposed storage room, this makeshift lab is hot and noisy, thanks to the ship's engine room next door. Expensive chemical analysis equipment is bolted onto upturned crates.

3. This sleek space exudes a feeling of calm. Soothing music plays over the speakers, and there is a soft scent of lavender in the filtered air. White privacy curtains screen a luxurious, state-of-the-art medical treatment area from banks of high-tech research stations.

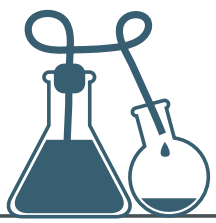
4. A flickering light bathes the room in an unsettling green hue. Floor-to-ceiling metal shelving units line the walls and house an untidy collection of jars containing preserved alien body parts.

5. Almost every task in this lab is automated and carried out by robotic machinery. Testing machines whir at every hour of the day while the crew monitor flashing messages on a giant display screen.

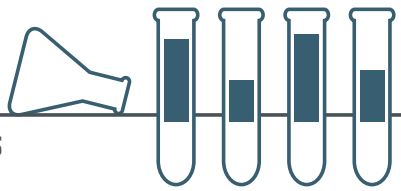
6. Space is a commodity in this narrow bay. Everything is painted in military-issue grey paint, from the metal hospital beds to the clearly labelled storage lockers. A narrow, horizontal window gives the team who work here a tiny glimpse of the stars.

7. Vats of cryogenic chemicals connect to a number of elliptical, human-sized pods via a frosty network of pipes. The lack of air flow or windows exacerbates the cold, dank atmosphere.

8. A researcher's haven: academic journals are stacked in corners, vintage anatomical drawings decorate the walls and a retro dot matrix printer churns out data readings into a pile on the floor.



1d8



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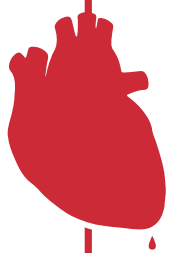
CREW RELATIONSHIPS

What symbiotic relationships exist between your character and their fellow travellers? Roll on this table to better understand your crew chemistry, but remember, there's no scientific formula for friendship!

CHARACTER CONNECTIONS

1. You hope _____ can help you win a research grant.
2. _____expects your undivided attention for even the mildest of ailments.
3. You keep _____'s extreme phobia of needles a secret, at their request.
4. You sneak supplies out of the med bay to give to _____.
5. _____'s ability to memorise scientific terms impresses you.
6. You secretly think that _____'s job is much easier than yours.
7. You are desperate for a sample of _____'s DNA.
8. A shared love of reality television shows bonds you and _____.
9. You met _____ when you both volunteered for the same clinical trial.
10. It amuses you to embellish the gross aspects of your job to make _____ squirm.
11. The first time you met _____, they were lying on an autopsy table.
12. With _____ beside you, you feel capable of solving any problem.
13. Unknown to them, you are studying _____'s sleep patterns for a research paper.
14. You and _____ were unlikely college roommates.
15. You wish _____ was more mindful of their health and wellbeing.
16. You are reviewing treatments for _____'s allergies.
17. You don't understand _____'s methods, but you respect their results.
18. In your opinion, it defies scientific reason that _____ is still alive.
19. You would never tell them, but you think _____ is a perfect physical specimen.
20. You believe _____ is a clone of their original self.



1d20

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ALLIES AND RIVALS

The pursuit of scientific discovery is a collaborative and cooperative process. Who can your character trust to give their research papers an unbiased peer review, and who is more likely to steal their findings and claim the credit?

LAB PARTNERS

1. Lou Abebe – Strikingly tall; creates detailed sketches that capture revolting specimens.
2. Dill Phontus III – Elderly perfectionist who recalibrates equipment others have set up.
3. Bela Sargsyan – Technician with frizzy hair who rushes around the lab like a tornado.
4. QR Jeyes Jr. – Their obsession with dissection is unnerving.
5. Oliv Nova – Loves kitsch desk trinkets and bold accessories.
6. Gred Kitsmell – Never misses an opportunity to network, or to talk about their tattoos.
7. Ani Xennol – Gentle scientist who customises their black lab coat with punk band badges.
8. Remé Eton – Claims to be close to a breakthrough; drags reams of papers behind them.

1d8

PHARMACEUTICAL INVESTORS

1. Lladi Pronto – Famous singer who donates 60% of their earnings to medical research.
2. Tyrus Reine IV – Shrewd heir to a dynasty known to fund studies related to mortality.
3. Ched Mux – Competitive CEO who likes to provoke others.
4. Elinnir Wray – No-nonsense boss with a sharp dress sense, but an even sharper tongue.
5. Hera Trenk – Heavily modifies their appearance using trial products and procedures.
6. Jef Fertz – Quiet and cautious; always buried in a dataslate.
7. Stennus Carfel – Owns a very profitable family business; often found in sports clothing.
8. Yav Hruger – Short in stature; hates admin and impatiently interferes with experiments.

1d8

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MYSTICS & GUARDIANS

Psionics, spirituality, magic... the ability to tap into the unseen powers of the universe has many names. Use this chapter to create characters who channel supernatural forces, and enrich your descriptions and backstories with vows, orders, prophecies and more.

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BACKSTORY CONCEPT

Use the tables in this book to create imaginative characters with unique backstories, inspired by the locations and lore within your game's setting. You can use this mystic's description as inspiration for your own, a guide to structuring backstories, or a fully usable character for your next game!

NEIFION SOLENCE

Neifion Solence grew up in a large, loving hive, and exhibited exciting and wonderful psionic abilities from an early age. Although her family did not ***share her powers***, they encouraged her to seek advice from a well-known mystic order named the ***Custodians of High Peace***. The Custodians openly use telepathic powers similar to Neifion's in their ongoing mission to find ***tomorrow's heroes*** and secure peace in the galaxy.

Years later, Neifion has learned much from her fellow Custodians. The order's leadership encourage her to ask questions; meetings are times of ***casual, open conversation*** where all are invited to speak their mind. Neifion was even granted access to the order's ***sacred archive filled with multimedia records***, which has proven to be an incredible resource to help her understand the galaxy and her place within it.

Neifion has recently been told that her young cousin, ***Xeri***, has run away from home. Xeri intends to start a new life as a ***travelling performer***, using his own burgeoning telepathic powers to entertain others. However, Xeri's family believe his new employer wants to exploit his abilities. They have asked Neifion to find and check on Xeri, as they think only someone who shares his powers will be able to get through to him.

Neifion has ***agreed to travel home*** and investigate Xeri's sudden departure. In preparation for her journey, she has borrowed an ***ancient book*** from the archives. She carries it in the large sweeping sleeve of her favourite ***green tunic***, so she can continue her studies wherever she goes. Neifion knows that she needs to brush up on the teachings of the Custodians and sharpen her skills, just in case Xeri's employers are truly dangerous.

The words in ***bold*** are parts of the backstory taken from the random tables within this book.

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ORIGINS AND GOALS

Your character has a special link to a supernatural force or entity. Roll on the table below to discover where that extraordinary path began, and where your character's beliefs may guide them in the future.

WHERE DID YOUR STORY BEGIN?

1d8

1. You once tutored a royal heir, but were dismissed when they took the throne. They have become a tyrant and all your attempts to contact them have gone unanswered. You must now confront them in person.
2. Dreams have guided your decisions for most of your life, including helping you to first unlock your powers. A vision of a nearby planet being attacked has sent you on a quest to alert local leaders.
3. As a conscientious student of ancient, mystic texts, you were expected to dedicate your life to these dusty works. You recently surprised the archive elders by requesting leave to travel the galaxy and record the legends of tomorrow.
4. You were chosen to report a prophecy to each of your order's 26 temples. At your last stop, you discovered the site's sole steward had left to live in isolation. You must find them to complete your task.
5. After your mentor died, you uncovered records of your secret twin, who was raised by your temple's arch rivals. You have set out to determine why you were separated from your sibling at birth.
6. Your family did not share your mysticism, but encouraged you to follow your beliefs. They recently reached out to you to return home, as one of your cousins has displayed similar powers to your own.
7. Your powers manifested after an unexpected eclipse. You track reports of other odd celestial phenomena in the hope you can better understand your abilities and how to master them.
8. Before taking your ordained place as your community's spiritual leader, it is custom to spend time experiencing other ways of life. You miss home, but embrace any chance you get to explore and learn about the wider galaxy.

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APPEARANCE AND GEAR

FEATURES AND TRAITS

1. Your hair is worn in a braided style, which is customary for those who share your path.
2. Your irises are encircled with a thin ring of gold.
3. You lower your head in respect when asking a question.
4. Your loud, infectious giggle is a common sound.
5. A glowing, circular computer chip is embedded in the palm of your left hand.
6. You absent-mindedly fiddle with a necklace when anxious.
7. Every morning you refresh the coloured marks on your limbs and face with bright pigment.
8. Raised veins radiate like webs across your thin skin.
9. Your hair flows away from your head, like it is forever charged with static energy.
10. Your speech has an odd, almost hypnotic cadence.

1d10

TRADITIONAL GARB

1. Titanium alloy armour with an ultraviolet under-suit.
2. Patchwork coat decorated with metallic threads, ribbons and jingling crystal beads.
3. Grey, hooded robes and an expressionless, porcelain mask.
4. Hooded, green tunic with large, sweeping sleeves.
5. Spiked, black body armour inset with opal decoration depicting bones and teeth.
6. Threadbare body wraps, frayed boots and fingerless gloves.
7. Padded jacket, olive leggings and a colour-changing scarf pulled over your face.
8. Burgundy, sleeveless robes with a high collar, flared trousers and a woven sash.
9. Layers of hand-dyed linen cloth tied with a leather belt.
10. Sky-blue spacesuit, with a pristine, white chest plate.

1d10

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CHERISHED WEAPONS

1. Golden mace topped with a amber orb resembling the sun.
2. Laser blaster covered in bright stickers and graffiti.
3. Four-pronged shuriken; each blade is engraved with a sigil.
4. Gnarled sceptre grown by a sentient tree, given as thanks for saving its life.
5. Crystal glaive that shimmers with multicoloured light.
6. Bronze gauntlet; the fingertips discharge sonic pulses.
7. Elongated hammer forged in the image of a cosmic entity.
8. Whip made from the tentacle of a mighty, alien beast.
9. Plasma pistol with green beads wrapped around its grip.
10. Staff made from scavenged vehicle parts and scrap metal, with a silk-wrapped grip.

1d10

PERSONAL EFFECTS

1. Tiny, pyramid-shaped talisman that gently spins when placed on the ground.
2. Matching tartan-print mug and thermoflask full of coffee.
3. Dusty, damaged relic once owned by a fabled hero.
4. Crystal statue of an ancient god; it is warm to the touch.
5. Digital keyring that plays holograms of your family.
6. Satchel full of fragrant herbs, spices and ointments.
7. Potted plant that moves its leaves when spoken to.
8. Holographic photograph of your home city in ruins, dated 100 years in the future.
9. Ancient book of religious rites, full of heretical scribbles.
10. Deck of oracle cards, each stencilled with your initials.

1d10

UNIFORMITY OR INDIVIDUALISM?

Followers of specific mystic orders may don symbolic clothing or accessories that stem from ancient traditions. Others may channel energy or display psionic skills in their own unique way, and choose to reflect this in bespoke dress, armour and weapons. Let the universe guide you!

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ENHANCED EQUIPMENT

ENERGY-CHANNELLING WEAPONS

1. Psionically activated plasma sword that glows red in the presence of your nemesis.
2. Staff with shimmering, liquid core that allows its user to fly.
3. Club that bears fruit; eating from it lowers the user's stress.
4. Rune-inscribed dagger; the traceable symbols transfer onto a foe for 1d6 days.
5. Parasite launcher that makes the target open to suggestions.
6. Lunar-charged, crystal mace capable of knocking the target into temporary paralysis.
7. Blaster that warps reality to fire two rounds instead of one.
8. Electrowhip that causes anyone caught in it to experience terrifying visions.
9. Pearl knife that radiates ethereal light in dark spaces.
10. When spun, this vibroblade points to your heart's desire.

1d10

MYSTIC AIDES

1. Comms unit linked to your psychic signature, making it impossible to intercept.
2. Gauntlet that heightens any healing actions you take.
3. Ancient amulet that blesses one of your actions each day.
4. Cosmically attuned goggles that show you the direction of a being you are familiar with.
5. Chest armour that amplifies your voice and emotions.
6. Bulletproof robes embroidered with protective sigils.
7. Statue of a legendary figure; holding it grounds you during any gravitational shifts.
8. Scrap-metal diadem that protects your mind from outside attempts to control it.
9. Scanner that can translate any language in the galaxy.
10. Small water pouch; drinking from it relieves exhaustion.

1d10

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SACRED PLACES

1. This small space station orbits the event horizon of a black hole. Its humble crew quarters and limited communication facilities allow residents to spend time in quiet contemplation.

2. Fabric banners hand-painted with spiritual symbols adorn the walls of this auditorium housed within an enormous, hollowed-out tree. Round cushions mark individual places on the tiered seating.

3. Every inch of this sprawling archive is dedicated to storage. Shelves, crates and servers fill the space, containing sound, video and written records collected over many millennia. Blinking exit signs provide the only flash of colour in the largely grey space.

4. The site of a catastrophic meteor impact looks grey and sombre from the outside, but inside the crater lies a flourishing ecosystem. Microflora and insects thrive under many domed, glass greenhouses.

5. Few workers in this urban skyscraper realise it is built on the intersection of seven important, astrological ley lines. A mundane office on the 81st floor serves as a meeting space for those who do.

6. This circle of towering onyx obelisks stands far from any occupied settlements. These structures are said to be many centuries old, but they gleam as if newly carved. Constantly changing lines of glowing binary code and runes dance along the imposing landmarks.

7. This rocky island is the nesting spot for a species of aggressive avian creatures with thick, shell-like feathers. Discarded feathers have been collected and used as roof tiles on a handful of sparse huts that blend into the harsh, weathered scenery.

8. A marble temple has been built around a patch of soil containing the last organically grown apple tree in the galaxy. Although its trunk is old and gnarled, the tree still bears a bountiful crop of sweet fruit.

1d8

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ORDERS AND VOWS

Is your character part of a group that share similar beliefs and powers? Use this generator to create a sacred order that they are affiliated with, then roll on the Fellow Mystics table on p.99 to give the order a leader.

ORDER NAME

1. Psionic Siblings
2. Way of the Clear Minded
3. Lost Path Paragons
4. Holders of the True Talisman
5. Omniscient Mask
6. High Order of Solar Knights
7. Starlight Blessed
8. Pious Children of Emrilda
9. Custodians of High Peace
10. Infinite Aether Seers
11. Sect of the Eternal Nova
12. Future Walkers

1d12

MEMBERSHIP

1. Only a few members.
2. Many splinter groups.
3. Well-organised network.
4. Enormous following.

1d4

ITS EXISTENCE IS...

1. completely top-secret.
2. the subject of rumours.
3. known by some, but not all.
4. a household name.

1d4

MEETINGS INVOLVE...

1. singing and dancing.
2. peaceful, internal reflection.
3. formal traditions.
4. intense, spiritual debate.
5. admitting doubts and worries.
6. sharing secret information.
7. casual, open conversation.
8. inspirational speeches.
9. a huge, barbecued feast.
10. re-telling allegorical stories.

1d10

THEY VOW TO...

1. listen, and learn from others.
2. preserve ancient traditions.
3. ensure prophecies occur.
4. stop acts of tyranny.
5. seek out tomorrow's heroes.
6. keep mystic secrets hidden.
7. defend the innocent.
8. promote peace over war.
9. seek balance in all things.
10. protect the natural world.

1d10

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THE ORDER BELIEVES THAT...

1. the universe was created in a single breath by an almighty, dragon-headed god.
2. everything and everyone are simply figments of an individual's dream; when they wake, life will cease to exist.
3. every being exists as one of a pair of total opposites. Finding your other half is critical.
4. a fearsome deity is held in a dying star and, when released, will become a divine ruler.
5. the universe is in its fifteenth identical cycle of history; everything is pre-determined.
6. the person who can reunite seven sacred, lost crystals will achieve enlightenment.
7. the prophesied saviour of the universe has rejected the role and now works in a gas station.
8. this version of the world is the only one in the multiverse not entirely populated with fish.
9. a weapon for mass extinction was once sent into the future; it is due to reappear soon, so preparations must be made.
10. a baby will soon be born who is capable of great destruction and chaos.
11. the forces of good and evil are held in balance by two, constantly warring siblings.
12. everyone has the capacity for greatness, it just needs to be unlocked through a series of strenuous trials.
13. without constant watch, a moon will transform into a planet-consuming creature.
14. all life in the universe was created by a cheap AI app.
15. every action has an impact on the future of the galaxy, so every action must be carefully thought out.
16. the secrets of existence are saved on a hard drive, but the password has long been lost.
17. only a handful of original souls exist in the universe; the rest are recycled copies.
18. spiders are very spiritually attuned; their webs can impart great wisdom, if read correctly.
19. the memories of a being's ancestors are locked in the far reaches of their brain.
20. you are the chosen one who must save the universe, and need immediate training.

1d20

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CREW RELATIONSHIPS

Does it ever feel like a fellow adventurer knows exactly what you're thinking? That's not always psionics, sometimes it is the power of friendship! Use the table below to uncover what emotional connections you share with your allies.

CHARACTER CONNECTIONS

1. You and _____ were both high-achieving students at the same institution.
2. _____ is your favourite meditation partner.
3. _____ once helped you unlock a new ability.
4. You had many strange dreams about _____ before meeting them.
5. You and _____ once set out on a journey to find an ancient library together.
6. You believe you are allergic to _____'s aura; you get a rash when they are nearby.
7. When the temple you were both in was attacked, you carried _____ to safety.
8. You have had to depend on _____ to get you out of trouble with the authorities.
9. You cook _____ treats from their home planet when they are feeling sad.
10. You and _____ often practise breathing together.
11. You and _____ have formed an uneasy alliance, as you share a common foe.
12. _____ sought you out to get answers to a spiritual dilemma they were facing.
13. Unbeknown to _____, you send regular messages to one of their family members.
14. _____ borrowed your favourite item of clothing and still has not returned it.
15. _____ is helping you translate a set of odd runes.
16. You find yourself unable to lie to _____.
17. You and _____ despise each other's taste in music.
18. In many ways, _____ matches the description of your prophesied saviour.
19. You first met _____ at a protest for a cause you are both passionate about.
20. You fear you will one day have to use your abilities against _____.

1d20

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ALLIES AND RIVALS

Roll on these tables to expand your character's backstory even further and add NPCs who have shaped their life in meaningful ways. These individuals could serve as mentors, threats, students or even family members.

PSIONIC PRACTITIONERS

1. Filix LeTir – Neatly dressed; has a natural affinity with plants.
2. Xeri Lorien – Uses their powers as a travelling performer; has a large cloud of soft, pink hair.
3. Cedar Graves – Imposingly tall, chiselled figure with an infallible sense of direction.
4. Belle Wylde – Sparks of energy dance around this eccentric mystic dressed all in purple.
5. Bram Gourmand III – Dashing and charming orator with a side-business selling crystals.
6. Howl Radden – Slim, stoic temple guard with one eye.
7. A. S. Fitz – Maker of mystical weaponry; their deep wrinkles and grey hair show their age.
8. Lithé Winman – Tattooed leader; records video seminars for their many loyal followers.

1d8

AGNOSTIC ASSOCIATES

1. Haruki Moore – Brooding private investigator who uses mystics to aid in tricky cases.
2. Salinge Smith – Fierce, savvy dealer of paranormal artefacts.
3. Stanes Rio – Snooty, suited official who works for a bureau of supernatural regulation.
4. Dr Ess – Heavily body-modded scientist specialising in tech for shielding mystic traces.
5. Mauve Deta – Cheerful young librarian of old, esoteric tomes.
6. Silas Yin – Scarred supplier of psionic familiars and other unusually powered creatures.
7. Rhum Faro – Gruff tailor sought out for their finely crafted robes and armour.
8. Moggs Winters – Softly spoken candle maker, with sharply pointed, talonlike fingernails.

1d8

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PILOTS & AVIATORS

Prepare to set your imagination soaring. Develop high-flying characters with impressive flight records, distinct cockpit routines and more. Will they be meticulous and military trained, or a freewheeling thrill-seeker? Time to take off and find out!

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BACKSTORY CONCEPT

Use the tables in this book to create imaginative characters with unique backstories, inspired by the locations and lore within your game's setting. You can use this pilot's description as inspiration for your own, a guide to structuring backstories, or a fully usable character for your next game!

KIT ELLIS

Kit Ellis distinctly remembers the day they first decided to become a pilot. A retired pilot named ***Mické Blat*** came to Kit's school to give a talk about his time ***flying bomber jets***. He told stories of missions behind enemy lines, hazardous conditions and disastrous crashes. Although Kit normally ***hated school***, they were enthralled by Mické's stories and decided to join the ***air cadets*** as soon as they were old enough.

On graduating from the cadets, Kit went out to celebrate with friends. The group accidentally stayed too late in a ***VR bowling alley*** and had to race home to return a ***luxury starship*** from the ***bustling spaceport*** it had been rented from. Kit not only managed to get the ship back within the rental window, they also pulled off a remarkable ***number of barrel rolls***. The owner of the ship immediately recommended that Kit join the ***Cloudbreakers***, a team of synchronised flyers with a passion for stunts.

Kit has spent the past three years touring with the Cloudbreakers, giving awe-inspiring displays. Unfortunately, a recent issue with faulty steering calibrators resulted in Kit crashing, and ***injuring their elbow*** while breaking the cockpit glass with a ***fire axe***. The team's medical advisor insisted Kit must wait for their wound to fully heal before rejoining the display team.

Following some recuperation time, Kit decided to try out new physical challenges. They are currently ***training for an ultramarathon*** on a hostile ice planet, as well as keeping an eye out for other opportunities to resume flying professionally. Kit still wears the Cloudbreaker's ***black-and-grey jumpsuit*** uniform, but now makes a point of manually ***recalibrating the steering calibrators*** before every journey they take... just in case.

The words in ***bold*** are parts of the backstory taken from the random tables within this book.

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ORIGINS AND GOALS

Complete a quick pre-flight check and discover what your pilot was getting up to before they took off on their current adventure. What grounding did they receive, and what inspired them to shoot for the stars?

WHERE DID YOUR STORY BEGIN?

1. Exceptional reaction times, strong theoretical knowledge and hours of simulator training got you through the academy. You now fly a monitored ship to try and rack up flight time as part of a practical module.
2. You hated schoolwork, but found your passion as a young air cadet. You love pushing yourself with new challenges and are currently in training for an ultramarathon on a hostile ice world.
3. The child of smugglers, you were asked to infiltrate an intergalactic chauffeur service and report flight plans of rich passengers and their luggage. You love the job, so are trying to cut your criminal ties; your family are making it difficult.
4. Drafted into your planet's space force during a time of war, your flight training was intense and fast-paced. Now your planet is at peace, you are looking to refine your skills and find new employment.
5. A frequent joyrider, you once stole a speeder belonging to an admiral. They offered to drop charges if you enlisted under their command; you agreed, and are now sent on missions across the galaxy.
6. You worked as an apprentice for a famous stunt pilot and soon began trialling their daredevil stunts. Now you are their trusted deputy, they have tasked you with travelling to pick up a vintage race jet for an upcoming display.
7. Your older sibling holds many warp-speed records, so you want to find someone who can build an experimental engine to help you beat their times. You'll do anything to win, even if others call it cheating.
8. As a noble, you were expected to hold only a ceremonial role in the royal fleet. In order to fly in battle, you will need to renounce your aristocratic title. You are on a trial mission to help make your decision.

1d8

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APPEARANCE AND GEAR

FEATURES AND TRAITS

1. You wear your hair tied back, as it fits more easily under your helmet.
2. Your speech is clear and direct, as if always giving orders.
3. You have scars on your elbow after breaking a window during an emergency escape.
4. You doodle potential flight paths on your hand.
5. You often hum when a conversation is boring you.
6. You wear a yellow-tinted visor at all times to filter bright light.
7. You have multiple tattoos featuring sets of co-ordinates, in honour of significant flights.
8. Your eyes often dart around as you look for an exit route.
9. You emphasise key words with military hand signals.
10. You have a permanent red lines on your face from wearing heavy flight goggles.

1d10

AVIATION OUTFITS

1. Garish red, yellow and green anorak with breathable panels under the arms.
2. Tight-fitting, maroon leggings and a turquoise bomber jacket.
3. Tawny leather vest with a large flying creature painted on the back, worn over a white shirt.
4. Geometric-print flight suit with matching, padded gloves.
5. High-necked, dark-green coat and trousers with black trim.
6. Silver-foil spacesuit with a sleek control panel, heavy boots and a light, silk scarf.
7. Red shirt tucked into white, solar-panel-covered trousers.
8. Navy bodysuit and helmet with a heads-up display panel.
9. New, black-and-grey jumpsuit with a tatty, leather harness.
10. Yellow, cowl-neck jumper with bronze epaulettes, black trousers and polished boots.

1d10

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STANDARD ARMAMENTS

1. Slate-grey blaster with two scarlet stripes along the side.
2. Glistening, obsidian throwing blades that fit into studded leather holsters.
3. Long-range military rifle with a worn, cherry-wood stock.
4. Vivid red-and-yellow fire axe taken from a vehicle cockpit.
5. Pair of vintage brass pistols engraved with a coat of arms.
6. Large, chipped LED flashlight, wielded as a club.
7. Urban-camouflage crossbow with a simple blue laser sight.
8. Flash grenades in a custom-fit, double bandolier.
9. Two kitchen knives taped to a broom handle that forms a double-ended blade staff.
10. Matte-black rapier hilt with a retractable plasma blade.

1d10

PERSONAL EFFECTS

1. Graduation certificate from a discredited flight school.
2. Three large ball bearings dangling on a fine silver chain.
3. Pocket watch with a digital display; it shows atmospheric pressure and temperature.
4. Pristine, moving holographic image of three adorable pets.
5. Pair of retro red-and-blue, cardboard 3D glasses.
6. Brushed-steel flight goggles with deeply scratched lenses and a perished headband.
7. Leather notebook filled with diagrams of plane formations.
8. Case of paints in an array of metallic colours, and a brush.
9. Vial of pink sand labelled with the name of a distant planet.
10. Chipped mug bearing the logo of an astro-diner chain.

1d10

SHIPSHAPE AND READY FOR ACTION

Your character probably sees their spaceship as an extension of themselves; it is their weapon, their armour and their base of operations. What if your pilot is forced to venture outside their cockpit? Are they suitably equipped for action on the ground?

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ENHANCED EQUIPMENT

HIGH-FLYING WEAPONS

1. Energy grenade that can be used to jumpstart an engine.
2. Propeller sword; its dual blades spin around its circular hilt to grant short bursts of flight.
3. Heavy grav-gauntlet; increases the gravity acting on a target, crushing or grounding them.
4. Glass cannon; fires prismatic shards that bypass armour.
5. Electrowhip made from cord that can shock and stun foes.
6. Siphon rifle; draws energy out of organic life forms and blasts it back at them as a pink laser.
7. Pressurised pistol that pushes enemies backwards when hit.
8. Octodrones that can locate and blast up to eight targets.
9. Lattice-ammo shotgun; when fired, its scattered bullets connect to form a laser net.
10. Aqua-launcher that can quickly extinguish fires.

1d10

AERONAUTICAL APPLIANCES

1. Handheld jet engine that generates noise, and sucks other creatures towards it.
2. Helmet with a holodisplay; can run rapid ship diagnostics.
3. Metal gas canister; if routed into a ship's core, it can give an extra boost to speed.
4. Plated vibroarmour that can deflect both bullets and lasers.
5. Personal air bag that softens major impacts just in time.
6. Magnaboots that clamp to the exterior of a ship's hull.
7. Hyperspace watch that can teleport two beings to a pre-set home location.
8. Travel pill; nullifies nausea and sickness for 1d12 hours.
9. Co-ordinate catalogue that can generate landing locations based on verbal descriptions.
10. Grav-tether; links two objects together with a cable of light.

1d10

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PRE-FLIGHT RITUALS

The superstitious rituals that your pilot goes through before every flight may seem silly or redundant to onlookers, but they have always brought your character good luck and clear skies, so why stop now?

BEFORE TAKE-OFF, YOU LIKE TO...

1. remove or cover anything blue in the ship's cargo hold.
2. wander around the ship, thanking each piece of equipment for its service.
3. switch the engines on and off three times, or four if the skies aren't clear.
4. pick up one of the photos of a loved one that you store in the cockpit, and give it a kiss.
5. play a four-note tune using the ship's door keypad.
6. walk backwards from the dock, all the way through the ship, to the cockpit seat.
7. blast your favourite cheesy pop song over the intercom.
8. do a quick workout routine of five star jumps, five press-ups and five chin-ups.
9. roll a multisided die; you won't begin take-off checks until you roll the top score.
10. make sure your water bottle, keys and lucky bandana are all on top of the dashboard.
11. sniff a bag of ground pepper and let out a big sneeze, without covering your mouth.
12. make sure all clocks on the ship sync to your holowatch.
13. put your headphones on and listen to pounding, cybertechno music.
14. give the windshield a thorough clean and polish.
15. reset the steering calibrators to factory settings, then recalibrate each of them.
16. draw a card from your deck; you put the card in your boot for the rest of the journey.
17. make sure all weapons on the ship have their safety mechanisms engaged.
18. shuffle a pack of 'Little Monster' trading cards.
19. put repellent in each engine to dissuade any creatures from flying into them.
20. rip open a sachet of energy gel, slurp out the contents and drop the wrapper.

1d20

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AVIATION RECORDS

Eternal fame awaits any pilot who can climb the galactic leaderboards! Will your character go down in the annals of history, or wreck their ship trying?

YOU FLEW A...

1. spluttering haulage rig
2. b-class speeder
3. luxury, vintage starship
4. concept grav-wagon
5. military deathwing
6. stolen vehicle
7. tourist bubble pod
8. royal cruiser
9. medical frigate
10. public transport shuttle
11. homemade skimmer
12. galactic battleship

1d12

FROM...

1. an orbiting satellite
2. a lunar base
3. a popular casino
4. the sector's capital
5. a huge black hole
6. a fuelling station
7. the centre of the galaxy
8. an industrial factory
9. a VR bowling alley
10. a gas giant
11. an old warehouse
12. a military base

1d12

TO A...

1. hyperspace relay,
2. hollow asteroid,
3. pair of twin suns,
4. festival of dance,
5. space station,
6. desert planet,
7. popular nightclub,
8. bustling spaceport,
9. gang's hideout,
10. postal depot,
11. server farm,
12. famous prison,

1d12

WITH A RECORD...

1. amount of barrel rolls.
2. journey time.
3. number of complaints.
4. top speed.
5. amount of passengers.
6. bounty on your head.
7. amount of damage.
8. hyperspace jump.
9. amount of cargo.
10. volume of fuel left.
11. amount of sponsors.
12. number of paint jobs.

1d12

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SPACE SQUADRONS

Was your character part of a team of flying aces, or did they aspire to join a famous squadron? Use the table below to add groups of pilots to the skies of your world, and to your character's backstory.

FLYING FLEETS

1. Silver Spears – A noteworthy crash gave them a bad name.
2. Grav-Dragoons – Their ships are cutting-edge; often hired by elite individuals.
3. Viperspeed – Arrogant group who have a reputation for sabotage and reckless racing.
4. Solar Surfers – Laid-back and friendly squadron who enjoy flying to party planets.
5. Old Engines – Vintage ship enthusiasts with retro vehicles.
6. Ixxan's Few – The remainder of a royal armada from a destroyed planet.
7. Cardinals – Wealthy team who spray their vehicles crimson.
8. Cloudbreakers – Synchronised flyers with a passion for stunts and dangerous manoeuvres.
9. Whiplash – Speed freaks who pride themselves on their fast vehicles and quirky nicknames.
10. Pigeon Post – Enormous squadron who double-up as a reputable courier service.
11. Space Whales – Often take on jobs to escort tourist and transport shuttles.
12. Everskull – Ruthless ex-army pilots with flawless accuracy.
13. The Star Squadron – Keen explorers who never fly to the same planet twice.
14. Snowy Owls – Covert pilots with extensive experience; once known as 'Falconers'.
15. Delta Designation – All-droid group of pilots who delight in creating aerial art.
16. Pale Hydra – Rebel group who take pride in attacking corporate warehouses.
17. Gastrojets – Pioneering pilots who cook in-flight meals using their engine's heat.
18. Skyrats – Scavengers who build their ships with scrap.
19. Twin Talons – Everyone in this close-knit squadron has an identical speeder.
20. S.L.U.G. – Eco-conscious pilots who make their own biofuel.

1d20

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CREW RELATIONSHIPS

You might be the one in the driver's seat, but that doesn't mean you need to ride alone. Use this table to create meaningful bonds with the rest of your crew and travelling companions.

CHARACTER CONNECTIONS

1. You were thrown in jail, but _____ broke you out.
2. _____ has rescued you from burning wreckage on more than one occasion.
3. _____ hides their screen whenever you come close; you want to know why.
4. _____'s actions caused you to lose an important race, and a lot of money.
5. Almost all of your most thrilling flight stories feature _____ somehow.
6. You and _____ compete over high scores on a game.
7. You wish _____ would ask before pressing buttons.
8. _____ treats you like a rookie, but you appreciate them looking out for you.
9. _____ hates it when you practise aerial acrobatics, but you do it anyway.
10. Since 'the incident', you don't trust _____ with your ship's flight controls.
11. You sustained a terrible wound saving _____ during an crash landing.
12. You and _____ always share your food and drink.
13. You know more about _____'s chequered history than they do.
14. You once moved _____'s family member to a safe, undisclosed location.
15. You feel more confident taking off and landing if _____ is next to you.
16. You rarely trust navigation tips from _____.
17. You've learnt to never ask questions about the things _____ brings on board.
18. You're intent on giving _____ flying lessons.
19. _____ hitched a lift with you, and you have been best buddies ever since.
20. _____ has coordinates to a place you've wanted to go since you were a child.

1d20

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ALLIES AND RIVALS

Everyone needs a good co-pilot, but you also need people on the ground to get you back in the air. Use these tables to populate your character's backstory with high-flying friends, rivals and other colleagues.

COCKPIT CREW

1. Milo Wotan – Brainy, blue-haired charmer who cracks jokes when they're nervous.
2. Zim Zippin – Thrill-seeker who obsesses over galactic time-trial leaderboards.
3. Xeero Flex – Disrespectful bragster who has been known to sabotage their competitors.
4. Kameel Hawke – The stylish, intelligent child of an admiral.
5. Barri DeHoose – Loves to party, but is deadly serious when in the cockpit.
6. Cricket – A pale-faced rookie straight out of the academy; eager to prove their worth.
7. Joji Ski'dan – Washed-up, retired daredevil; their cockpit is littered with junk food.
8. Mické Blat – Bald, scarred bomber pilot full of stories.

1d8

GROUND SUPPORT

1. Chok Muso – Rotund operator; guides air traffic with a smile.
2. Nefatari Blitz – Stern airbase chef who prepares meals with freshly imported ingredients.
3. Bam Tella – Short and stocky cargo handler; often found rushing or in a state of panic.
4. Yaddi Quibbler – Comedic tannoy announcer whose style features out-of-date fashions.
5. Grench Donkle – Elderly, pessimistic port mechanic.
6. Daysi Ploom – Glamorous flight attendant who can't stand wealthy customers.
7. Pax Paldron – Tiny customs official who uses lots of acronyms when talking.
8. Nimm Sleet – Sweaty weather forecaster who badly wants to overcome their fear of flying.

1d8

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PROGRAMMERS & TECHNOMANCERS

In a world filled with technology, characters who know their way around a circuit board are in high demand. Connect the datapoints stored in this chapter to create a tech genius with inventive tools, software insights and access to a top-secret hacker network.

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BACKSTORY CONCEPT

Use the tables in this book to create imaginative characters with unique backstories, inspired by the locations and lore within your game's setting. You can use this coder's description as inspiration for your own, a guide to structuring backstories, or a fully usable character for your next game!

ENIT TREN

Enit Tren has had a spring in his step ever since he began his ***sabbatical***, invigorated by his decision to leave his desk job and explore the galaxy.

Enit has never been afraid of change. In his younger years, he left his role in VR world design to join a hacker collective, who specialised in ***mining encrypted platforms***. The group, known as the ***Filter Mods***, successfully exposed the malpractice of many large corporations. This was also when Enit met the love of his life, ***Moiri***; he still carries a ***strip of moving images*** from a digital photobooth in his wallet, taken on their first date.

After his success with the Filter Mods, Enit looked for more stable employment. He co-founded an app named ***iMemoir***, inspired by his great-grandfather who had written extensive ***travel journals***. In the process, Enit realised his ancestor's journals held the secret to unlocking a mysterious ***data drive*** that had been passed through the family for generations. Enit decided to take a sabbatical to try and ***follow the clues and crack the passcode***.

Unfortunately, Moiri's busy schedule as a ***part-time lawyer, hacker and yoga instructor*** means she is unable to join Enit on his latest adventure. He therefore wears pieces of handbuilt tech that were originally developed to support the iMemoir software, including a ***VR headset and wired gloves***, that allow him to record and share daily highlight reels with Moiri. He also makes sure to save all the footage on his trusty ***smartwatch,*** which has a ***bright, rainbow-striped fabric strap***. Enit hitchhikes from place to place, hoping to retrace his great-grandfather's footsteps and discover the ancient secrets that may be contained on the data drive.

The words in ***bold*** are parts of the backstory taken from the random tables within this book.

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ORIGINS AND GOALS

An individual's backstory is a rich database containing every decision that has led to them to the present day. Hack into your character's mainframe and access some core memory files using this table.

WHERE DID YOUR STORY BEGIN?

1. Long ago, a distant ancestor of yours locked a data drive and passed it on as an heirloom. You have taken a sabbatical to try and crack the passcode, following clues from the original coder's travel memoirs.
2. Your boss accused you of data leaking, and you were let go from your steady job in the government's cyber security division. Until you wipe your details from their database, you must live as a fugitive.
3. You went to a school for gifted, young programmers, but were expelled after you caught the principal embezzling funds. Since then, you have exposed many corrupt leaders on the internet, and have your eyes set on your biggest target yet.
4. You spent your youth learning magic tricks and coding. Now, you are looking for investment for a video game that features both hobbies. The investors live in another sector, so you're making your way there.
5. You honed your skills running and moderating social media forums. After receiving an odd, cryptic message from an online friend in distress, you are trying to track them down in person for the first time.
6. Your dreams of being a singer were publicly crushed at a reality TV audition. You threw yourself into music production, which made you realise tech was your true passion. You are looking for a contact who says they can help promote your debut electronic album.
7. You grew up in an orphanage run by a gang of hackers who used the children in their care to run ransomware attacks. You left at 18, and they have hunted you ever since.
8. A careers-advice bot enrolled you on a programming course at a medical college; you graduated after a month. You are now seeking a rare but powerful microchip to power your pioneering med-tech.

1d8

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APPEARANCE AND GEAR

FEATURES AND TRAITS

1. You doodle binary code on everything, including your own skin.
2. A soft, blue glow radiates from your skin, even when you are not near a computer screen.
3. You speak in a low mumble, which can be hard to hear.
4. Retinal implants make your eyes move unnaturally fast.
5. You fiddle with your eyebrow piercing when deep in thought.
6. Music constantly pumps out of your noisy headphones.
7. Your hair is slicked back with shiny gel.
8. You struggle to straighten your fingers without them cracking or popping.
9. A harmless, static charge is often released when you touch someone.
10. There is a circuit-board shaped burn on your cheek.

1d10

INNOVATIVE OUTFITS

1. Lightly padded, grey spacesuit with red hexagonal stitching.
2. Blue armoured vest with a central glowing power port.
3. Sweatshirt with the logo of a defunct technology company.
4. Scrolling green data flickers across the lining of your long, black trench coat.
5. Power pack on your back that connects to a VR headset and a pair of wired gloves.
6. Utility jacket and trousers with multiple padlocked pockets.
7. Cropped jacket with a flexible display panel on the back.
8. Armoured nanosuit; it has red and blue external wiring that traces your circulatory system.
9. Intricate, geometric patterns on your white suit are only visible in certain lights.
10. Short-sleeved checked shirt, and a tweed waistcoat.

1d10

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STANDARD-ISSUE WEAPONS

1. Polished pocket knife with a zero-edge blade.
2. Nanotube garrotte wire, which is stored in a loop behind the face of a watch.
3. Custom gauntlet that fires bolts of cryogenic energy.
4. Military-grade truncheon made of reinforced titanium.
5. Angular sunglasses capable of shooting deadly laser beams.
6. Plasma pistol spray-painted with lucid, neon colours, which fits into a customised holster.
7. Wrist-mounted turret that fires electrifying ammo.
8. Iridium baton that retracts into a small capsule case.
9. Elastic catapult and a clear jar full of hard, lead pellets.
10. Wireless nanite soldering iron and precision vibroscalpel.

1d10

PERSONAL EFFECTS

1. Strip of moving images from a digital photo booth.
2. A 'There are 10 types of people. Those who understand binary and those who don't' patch.
3. Smiling, bobble-headed cartoon character on a keyring.
4. Melted remains of an archaic data stick, worn on a chain.
5. Poetry book with handwritten notes in the margins.
6. Set of trading cards featuring a range of robotic fighters from a popular TV show.
7. Heavy coin; its two sides read 'red wire' and 'green wire'.
8. Bright-red, retro cassette player bought at an auction.
9. Personal alarm, which can emit light and a high-decibel siren.
10. Intricate double-finger ring, which is slightly magnetic.

1d10

CUTTING EDGE OR RETRO CHIC?

They may know everything about the latest technological developments, but is that reflected in your character's appearance? Think about whether your character embraces modernity with a futuristic style, or prefers vintage pieces from times gone by. Remember, their yesterday may well be our tomorrow!

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ENHANCED EQUIPMENT

UPGRADED WEAPONS

1. Gauntlets that produce pixelated, palm-sized fireballs.
2. Sniper rifle that can be triggered using a remote bluetooth keyboard.
3. Multi-phase pistol that can be tuned to negate certain laws of physics.
4. Walking cane that produces a swarm of tiny razor robots.
5. Flying gyroball with blades; can record audio and video.
6. Jagged dagger; imparts a virus if inserted into a digital device.
7. Chrome, cybernetic fist guards that can shoot barbed wire.
8. Arc-generator staff that fires bolts of odd, digital energy.
9. Grenade inside a portable speaker; it can play a short recording before exploding.
10. Rapid-fire smart crossbow; bolts fired from it can curve in the air and follow targets.

1d10

IT ACCESSORIES

1. Miniature spider drone, able to hack devices that it lands on.
2. Hovering desk chair with floating, bulletproof screens.
3. Universal router that can easily connect a device to a network on another planet.
4. Datapad that can generate detailed usage instructions for any item it scans.
5. Wireless computer mouse that can turn into a robotic rodent.
6. VR-headset that can overlay the world with images from its wearer's imagination.
7. Backpack fitted with mesh that blocks all digital scans.
8. Gaming controller that can direct a virtual copy of its user.
9. Temporal webcam that can view 10 minutes into the past and future after being set up.
10. Nanoparticle stylus able to paint 3D images into the air.

1d10

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DIGITAL CAPABILITIES

Is the phrase 'tech wizard' a metaphor in your world, or a fact of life? Whether your character uses digital magic or holograms to bring the virtual into reality, roll on the tables below to discover how they access their abilities.

YOU STORE VITAL KNOWLEDGE WITHIN...

1. a lilac SD card worn on an earring that connects directly to your neural pathways.
2. a smartwatch with a simple black-and-green display and a rainbow-striped fabric strap.
3. in-ear headphones that pulse with multicoloured LED lights.
4. a scratched CD-ROM with your name written on it in childish, block-capital letters.
5. a matte-black, quantum datastick; it is carried on a short chain around your neck.
6. a heavily modified, scientific calculator with cat stickers all over the case.
7. one perfectly colour-matched contact lens that allows you retinal access to your data.
8. a blue, chrome fidget spinner with a hidden computer chip.

1d8

WHEN YOU USE YOUR ABILITIES...

1. your pupils widen unnaturally, and tiny lines of binary scroll horizontally across them.
2. the hairs on the back of your neck stand on end.
3. a small amount of blood pools in your left ear and trickles down your neck.
4. your fingers blur as they type across an invisible keyboard with astonishing speed.
5. you mumble a string of complex computer code under your breath.
6. your body vibrates and you make a low humming noise.
7. there is a faint electrical smell, and the ends of your hair begin to burn and frazzle.
8. those near you hear odd whirs and beeps, like the sound of a dial-up internet connection.

1d8

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HACKER NETWORKS

When a job is too difficult for a single programmer, some hackers band together to achieve their goals. Roll on the tables below to generate a gang of experienced, secretive coders and developers.

GROUP NAME

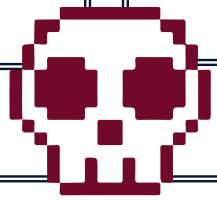
1. Beta	**1.** Supreme
2. Pixel	**2.** Monkey
3. Filter	**3.** Focus
4. Slice	**4.** Dome
5. Micro	**5.** XP
6. Upload	**6.** Fragger
7. CTRL	**7.** Me
8. Machine	**8.** Mafia
9. Troll	**9.** Overwrite
10. Delete	**10.** Mods

2d10

INSIGNIA

1. Animal wearing sunglasses.
2. Exploding comms device.
3. Pixels that resemble a face.
4. Skull with hashes for eyes.
5. Hand made from datasticks.
6. Upside-down ice-cream cone.
7. Three spiders in a triangle.
8. Retro alarm clock with wings.
9. Screen and crossed bones.
10. Wires in the shape of a heart.

1d10



CYBER SPECIALISMS

1. Breaking into ultra-secure government systems.

2. Mining encrypted platforms and discovering hidden or deleted data.

3. Wiring large sums of credits to multiple shell accounts.

4. Overloading system capacities with finely tuned DDoS attacks.

5. Generating high-quality clickbait and spam.

6. Developing sophisticated malware that can live on devices totally undetected.

7. Large-scale file sharing in condensed periods of time.

8. Causing irreversible damage to servers and databases.

9. Compiling all available data for any given individual.

10. Re-programming artificial intelligence software.

1d10

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COMPUTER SOFTWARE

Which software programs does your technomancer rate highly, and which ones would they like to wipe entirely? Use these tables to help create intriguing, digital elements to upload into your character's backstory.

APPS AND PROGRAMS

1. TalkE – Secure communication channel between two users.
2. Beetroot Online – Multiplayer RPG about gathering resources and levelling up your farm.
3. MyLyf – Intuitive and effective symptom-tracking app, to aid personal health management.
4. Retina – Hyper-real visualiser that creates images based on user requests.
5. Christopher – AI conversation simulator that can chat for hours about any subject.
6. Lick – System that allows users to register their tongueprint as a biometric password.
7. €A$¥ Laundry – Converts credits into a cryptocurrency.
8. iMemoir – Journal that makes records and documents of each user's life in real time.

1d8

YOU KNOW ABOUT THE SOFTWARE BECAUSE...

1. you were sued after hacking into its customer database.
2. your relative used it a lot, and eventually became a spokesperson for the brand.
3. it famously got corrupted by a virus, leading to a loss of its users' data and credits.
4. you designed it first, before a corporation stole it from you and trademarked the idea.
5. you featured in their advert, playing the role of 'Computer Nerd #7'.
6. you have written about it in your blog for years, and it finally launched last month.
7. you were on the team who designed and developed it.
8. you invested most of your savings into shares of the company who created it.

1d8

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CREW RELATIONSHIPS

Does your character spend as much time developing their social networks, as they do on their computer networks? Roll on the table below to see what connections link your programmer to their crew!

CHARACTER CONNECTIONS

1. _____ asks for a lot of help fixing their technology.
2. You always have a secure messaging channel open with _____.
3. You like to collaborate and make music with _____.
4. You constantly find yourself clearing food crumbs out of _____'s comms device.
5. The amount of icons spread across _____ 's desktop stresses you out.
6. You have helped wipe files about _____ 's past from many storage systems.
7. You and _____ often argue over the finer plot points of your favourite comics.
8. You keep offering to share clothes with _____, but they don't want to.
9. _____ is always telling you to get outside more.
10. You and _____ once escaped from a highly secure, virtual prison.
11. You have set _____'s comms device to autocorrect 'ship' to 'sheep'.
12. You are helping _____ build a robot from scratch.
13. You once saw a folder named after _____, during a search of an enemy database.
14. It frustrates you that _____ always suggests you 'switch it off and on'.
15. Your video game avatar is named after _____.
16. You and _____ are both fans of an android pop group called Fifth Funktion.
17. It annoys you that _____ set all the high scores on your favourite video game.
18. _____ helped you to think of a secure password.
19. You first met _____ when you sat next to each other during a lecture.
20. You are collecting a detailed log of everywhere that _____ goes.

1d20

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ALLIES AND RIVALS

You've worked with humans and computers... and they each have their own merits. Use these tables to help decide which of the tech minds from your character's backstory is in their favourites list, and who is getting blocked.

CODING CONTACTS

1. Damoin Aster – Experienced, elderly recluse with a large collection of retro computers.
2. Modus V – Superstar DJ who wears luxury labels, and crafts mind-altering playlists.
3. Noru Sentiphim – Self-taught kid who programmed their own robot sidekick.
4. CMYK – Energetic digital artist with colour-changing tattoos.
5. Ro Kym – Grinning tech trader who fakes customs paperwork.
6. Moiri Tren – Part-time lawyer, hacker and yoga instructor. Advocates for free tech for all.
7. Gilly Bilberts – Sneezes a lot, an odd side-effect of viruses in their cybernetic nose.
8. Calro Elsmeera – Their elegant clothing is paid for by both legal and illegal hacking jobs.

1d8

AI ASSISTANTS

1. The Mayhem Master – Ex-host of a wacky game show. Loves to play games and riddles.
2. IMP – Passive-aggressive imaging software that is critical of imperfections.
3. Flash – Chirpy newsbot; its filter for conspiracies and fake news has malfunctioned.
4. OhNo 2.0 – Panicky disaster-prevention program.
5. Emota - Sensitive therapist, skilled at calming crew.
6. R'alga the Tyrant – Furious alien mind entrapped in code and desperate to escape.
7. Prof. Knowit – Memory stores filled with trivia slow down other processing abilities.
8. Jeevz – Abode-management system; weary of mess, spills, scratches and other damage.

1d8

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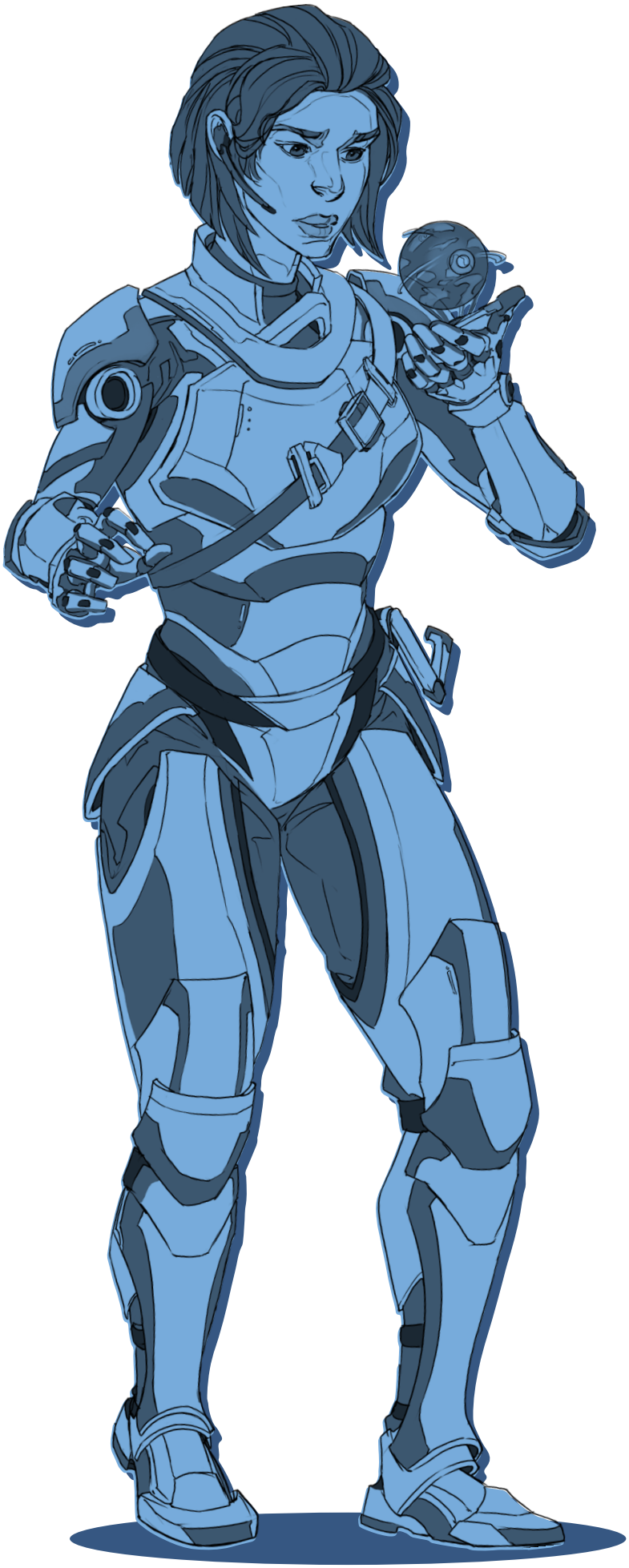

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SPIES & AGENTS

Agents and operatives use their stealth, cunning and adaptability to source intel for governments, corporations or other powerful groups. Uncover the hidden truth about any duplicitous character using these tables, including their secret aliases, employers, missions and gadgets.

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BACKSTORY CONCEPT

Use the tables in this book to create imaginative characters with unique backstories, inspired by the locations and lore within your game's setting. You can use this agent's description as inspiration for your own, a guide to structuring backstories, or a fully usable character for your next game!

ANA MIRIK

Little about Ana Mirik is what it seems. Her burgundy, bob haircut is an illusion for one thing; thanks to the ***chameleon-like wig*** she's wearing, she could just as easily have flowing blonde waves tomorrow. She also has the ability to ***mirror the accent and mannerisms*** of anyone she is with, giving few clues about her upbringing or personal interests.

Ana's subterfuge skills enabled her to ***break into the headquarters*** of the ***Interstellar Intelligence Force***. This counter-surveillance agency uses an ***old office block*** as its base, hoping the signs that mark it as 'condemned' will keep most citizens at bay. Incredibly, Ana was able to stroll in posing as a ***florist's delivery driver***. She managed to evade a series of security measures before making the mistake of underestimating ***Tuppence Tricklo***, the agency's deputy director, who she was supposedly delivering a floral arrangement to. Impressed by Ana's ability to make it as far as she had, Tuppence offered Ana a position on a ***fast-track scheme***, reporting directly to her. Ana took the job for a few years, and learnt a lot, but soon ***grew bored*** with the repetitive surveillance missions she was sent on.

Ana recently abandoned an assignment to ***monitor the communications*** and meetings of an influential tech billionaire, and decided to pursue new challenges as a ***freelance agent***. She conveniently forgot to hand in her agency-issued ***lightweight armour,*** bulletproof clothing and blaster, and still carries them with her.

Ana knows the agency will be on her trail, both to secure the missing equipment and remind her of their motto, '***Secrecy in Perpetuity***'. She's more than happy to let them try.

The words in ***bold*** are parts of the backstory taken from the random tables within this book.

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ORIGINS AND GOALS

This table contains inspiration for your character's origins, and what goals they wish to pursue. This is sure to influence your agent's future actions, even if they try to keep personal details close to their chest.

WHERE DID YOUR STORY BEGIN?

1. Seeing the slow progress of political channels in times of war frustrates you. So, you have vowed to take the skills taught to you by your parents, and work under the radar to broker peace for your planet.
2. You took an entry-level job that locked you into a harsh contract. Now, you see more lucrative opportunities in corporate espionage and, one day, hope to humiliate the recruiter who hired you.
3. Teenagers on your planet are put through difficult trials to determine their future career. Selected to be a secret agent, you later graduated from an elite training academy. You desperately seek intel on what fate befell your best friend.
4. You served as an agent for your government, before discovering the tyranny at its core. You defected to join their rivals, where you must prove that you are not the double agent many suspect you to be.
5. You were the promising apprentice of a senior agent; when they died, they asked you to pass an item to their family. Now a senior agent yourself, you are trying to track down your mentor's well-hidden loved ones.
6. You were fast-tracked through the intelligence service after breaking into their HQ for fun. Easily bored, you are now a freelancer seeking new challenges.
7. Some years ago, a business partner stole your app idea and became a billionaire. You faked your death, and have been plotting ways to get revenge and undermine their software empire through any covert means necessary.
8. Growing up with very little, you have no qualms about selling the information you steal to the highest bidder. Your sole concern is sending credits home to support your family's struggling finances.

1d8

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APPEARANCE AND GEAR

FEATURES AND TRAITS

1. You nod knowingly when others talk, regardless of topic.
2. A jagged gold line marks your face, like a metallic scar.
3. Sometimes it is unclear who you are talking to, as you never remove your earpiece.
4. Since childhood, you have always bitten your fingernails.
5. Your tone of voice can make casual conversation feel like an interrogation.
6. You often mirror the accent and mannerisms of the person you are with.
7. All your shoes feature a heel or lift to give you extra height.
8. You use codenames even when it isn't necessary.
9. You constantly tap bleeping buttons on your holowatch.
10. A barcode shimmers under your skin, reminding you of a bargain struck in your youth.

1d10

UNDERCOVER CLOTHING

1. Cropped, hooded sweatshirt with mesh panels and a matching violet baseball cap.
2. Basic officewear, an olive coat and thick-rimmed glasses.
3. Opalescent stealth suit that covers your hands and feet.
4. Inky black trench coat, mirrored shades and a trilby.
5. Reinforced bodysuit, multiple weapon holsters and a long, nanotech, camouflage cloak.
6. Elegant evening wear made from jewel-toned, silk fabrics.
7. Loose-fitting, black boiler suit with diagonal chest pockets, silver zippers and a utility belt.
8. Lightweight body armour, holovisor and clothing made from bulletproof fabric.
9. Navy, tweed suit and brown brogues with steel toecaps.
10. Pinstripe trousers, dark shirt, and fingerless leather gloves.

1d10

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CONCEALED WEAPONS

1. Jewelled bracer with a hidden, air-propelled dart gun.
2. Bandolier of silver throwing blades in various sizes.
3. Red, chrome short-barrelled blaster with laser sight.
4. Pair of boot-holstered pistols with a pink, metallic trim.
5. Golden tantō blade with a fabric-wrapped handle and a black, shiny sheath.
6. 3D-printed hand crossbow that folds into a compact cube.
7. T-shaped vibrodagger with a serrated blade and worn leather hilt.
8. Sniper rifle that disassembles to fit neatly into a briefcase.
9. Silenced pistol with moulded grip and glass ammunition.
10. Hair clip that ends in a pair of thin, razor-sharp blades.

1d10

PERSONAL EFFECTS

1. Photograph of a corporate research team; half the faces are scratched out.
2. Amulet engraved with the symbol of a spy agency.
3. Child's doll that repeats three distorted audio messages.
4. 'Frequent flyer' card for a luxury space-travel brand.
5. Tin holding coloured contact lenses and temporary tattoos.
6. Deck of business cards for made-up corporations.
7. Small, green datapad filled with passwords and codes.
8. Cybernetic eye that contains recordings of the previous owner's last hours.
9. Bunch of tangled lanyards holding different ID cards.
10. Pouch containing vitamins and energy drink sachets.

1d10

OFF-DUTY OPERATIVE

A good infiltrator must be able to shift their appearance, clothing and personality to blend into any situation. Some of these suggestions will help them do that, while others might be how your character expresses their true, non-secret identity in their downtime!

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ENHANCED EQUIPMENT

UTILITY WEAPONS

1. Spiked, semi-circular gun that fires a flurry of sedative needles at its victims.
2. Twin-barrelled flamethrower; one nozzle can belch fire, the other can extinguish it.
3. Ten thimbles that extract data from a person's mind.
4. Refraction blaster with ammo that ricochets up to four times.
5. Fingernail blades that are unnoticeable when retracted.
6. Red umbrella that weaponises nearby water or rain.
7. Microscopic darts that release toxins after 1d6 minutes.
8. Steel-soled boots that deliver taser strikes with every kick.
9. Wrist-mounted cannon armed with a flask of viscous glue to web foes together.
10. Deadly stationery set fitted with bladed nibs, ink cannons and eraser grenades.

1d10

SPECIAL OPS APPARATUS

1. Headband with an advanced, facial deepfake projector.
2. Molecular energiser that can turn glass back into sand.
3. Chameleon wig; the length and colour changes with the click of a concealed button.
4. Yellow ball bearings that release a sticky, expanding foam when crushed.
5. Telescopic pole; can suspend itself using antigravity tech.
6. Photogrammetry grenades; when triggered, they scan and save an area as a 3D model.
7. Set of high-capacity datasticks disguised as a bunch of keys.
8. Remote with a mute button that silences a small area.
9. Short-range scanner that can detect nearby cavities such as sewers, air vents or tunnels.
10. Black EMP fob; wipes data stored in a 60 foot radius.

1d10

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CUNNING DISGUISES

Following a lead or trying to infiltrate a target location? Roll on the table below to find a good disguise for when you want to go unrecognised. All your character needs now is a few accessories and some good acting skills!

UNDERCOVER ALIASES

1. Festivalgoer, with bright pigment powder on your clothes, hair and skin.
2. College student; your coat doubles as a varsity jacket when worn inside-out.
3. Spa visitor, wearing a white, fluffy towelling robe and matching slippers.
4. Busy auditor holding a pen, clipboard and tape measure.
5. Waste collector who enjoys feeding local rodents.
6. Worried parent looking for your missing child; you carry their favourite teddy bear.
7. Market seller whose tool belt holds small berries, paper receipts and loose credits.
8. Photographer; your camera is great for covering your face when you need to hide.
9. Umbrella-carrying tour guide who has lost their group.
10. Privileged socialite; a large signet ring suggests you are descended from nobility.
11. Fashion designer, with stylish scarf and oversized designer sunglasses.
12. Shy software developer, wearing chunky headphones around your neck.
13. Chauffeur, dressed in a smart suit and peaked cap.
14. Promoter handing out vouchers for the pizza brand advertised on your t-shirt.
15. Engineer in a reflective vest, wielding a fake radiation detector that beeps loudly.
16. Event planner; you brandish an elaborate vision board and three napkin samples.
17. Florist delivery driver in a purple jumpsuit; you carry a large bouquet of flowers.
18. Uniformed paramedic who is responding to an emergency.
19. Private security guard wearing a suave, black suit and a coiled earpiece.
20. Funny, juggling children's entertainer in a clown wig.

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COVERT NETWORKS

It is the question every agent dreads: 'Who are you working for?'. Create an intelligence network for your character to report back to; is the organisation a trusted public service or a secretive society with sinister motives?

ORGANISATION NAME

1. Interstellar Intelligence Force
2. Protectors of Tomorrow
3. Bureau of Cosmic Secrets
4. The Thirteenth Floor
5. Counter-Threat Office
6. Universal Stealth Collective
7. The Whispering Ring
8. Planet Oversight Committee
9. Agency for Galactic Security
10. Division X

1d10

PUBLIC MOTTO

1. Watching and Waiting.
2. Security Above All.
3. We Know So You Don't Have To.
4. Secrecy in Perpetuity.
5. Our Gaze is Infinite.
6. Surveillance You Can Trust.
7. Freedom From Falsehood.
8. Unlocking Truth.
9. Scientia Potentia Est.
10. Weaving An Open World.

1d10

AGENCY MISSIONS

1. Go undercover in an esports tournament to expose illegal betting schemes.
2. Infiltrate a rival planet's most elite military squadron.
3. Monitor the communications and meetings of an influential tech billionaire.
4. Neutralise the threat posed by a suspected double agent.
5. Expose a government plot to build an illegal superweapon.
6. Quash reports that food replicators emit radiation.
7. Intercept and sabotage messages sent between two known rebel splinter groups.
8. Protect a key informant before they testify in court.
9. Fabricate and plant false evidence to frame a politician.
10. Work as a mole in a powerful corporation and gather proof of their underhand dealings.

1d10

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NETWORK HEADQUARTERS

1. This building is designed to confuse the eye, with mirrored walls and roof sections intersecting at odd angles to create misleading patterns. The architect is honoured in the grand central atrium, but only the reflections of a statue can be seen, and not the real piece.

2. Each floor of this historic civic building looks much like the last, with plush carpets and thick wooden doors at regular intervals. None of the floors or rooms have identifying names or numbers, making it hard for newcomers to navigate this bureaucratic maze.

3. The area around this skyscraper hides many security features. Wildflowers cover an emergency helipad, hedges hide anti-tank bollards and the waterlily pond doubles as an electrified moat.

4. Signs on the door suggest this old office block is condemned and scheduled for destruction. However, inside lies a high-tech hub with banks of holoscreens and rows of glowing servers.

5. Transmitters that scramble electronic recording devices are dotted around this windowless room. A well-stocked bar and soft seating encourages the low hum of relaxed conversation.

6. Concrete-lined tunnels, which are wide enough for a small jet to pass through, slope downwards to an underground depot. Busy droids work on futuristic vehicles below a balcony of austere offices.

7. Offering a roving mission control, this stealth vessel is equipped for both long periods of orbit and emergency hyperspace jumps. It gathers data from several long-range surveillance satellites, and benefits from certain legal loopholes due to its off-world status.

8. The offices inside this striking, glass pyramid are allocated according to security clearance. The ground floor is crammed with bland cubicles, while the boss enjoys panoramic views from the top.

1d8

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CREW RELATIONSHIPS

Trust is the basis for any good relationship, so if you trade in secrecy and deception, how does that affect your friendships? Roll on this table to see whether you and your crewmates are close confidants or cagey coworkers.

CHARACTER CONNECTIONS

1. _____ was a legitimate employee of a company you once tried to infiltrate.
2. You wish _____ would try to whisper more quietly.
3. A former boss paired you with _____, to make use of your differing skill sets.
4. You generally think it is safer to give _____ only half of the plan.
5. You and _____ always play 'I spy' together on long journeys. You normally win.
6. You find it surprisingly hard to tell when _____ is lying.
7. You first met _____ when you were forced to share a safe house together.
8. You are being paid to spy on _____, but you always provide false leads.
9. You trust that _____ will never betray you.
10. _____ seems to think you can't be trusted with gossip, which isn't true.
11. You have a fake ID prepared for both _____ and yourself, just in case.
12. You and _____ met at a party where neither of you knew anyone else.
13. You secretly appreciate _____'s unique style.
14. You can't shake the feeling that _____ is being followed by someone.
15. You use anagrams of _____'s name when you need a new alias.
16. You and _____ often bicker when they are giving you instructions.
17. You and _____ were both hired to source the same information.
18. You have read _____'s personal notebooks.
19. You try and get _____ to write your mission reports.
20. Talking to _____ helps you feel better about the misjudgements in your past.

1d20

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ALLIES AND RIVALS

The individuals below could prove a useful source of secrets and information, but be careful they don't betray you to a rival espionage organisation! Roll on the tables, then decide whether your character takes them at their word.

STEALTH OPERATIVES

1. Adu Golt – Has short, spiky hair and a talent for decoding ancient languages.
2. Namien Juidest – Once a child chess prodigy, this gangly teen specialises in codebreaking.
3. Kaimala Hos – Trained in nine deadly martial arts; conceals blades in their jacket lapels.
4. Jeym S'bon – A smooth dresser with a weakness for fast ships.
5. Promia Salusicus – This aging spy's gruff attitude and fierce frown disguise a kind heart.
6. Hasji Newton – Works for their birth planet's fierce rivals. Has faint scars on their fingertips.
7. Tuppence Tricklo – Their meek and mild appearance is a lie that helps them go unnoticed.
8. Bez Waillet – Each item of their clothing hides a gadget.

1d8

USEFUL INFORMANTS

1. Korel Slipfoot – Scruffy kid in an over-sized blazer who trails politicians going for lunch.
2. Mac Brookwing – Skilled liar with thinning hair. Intel they provide is often embellished.
3. Ethy Tribble – Chatty server with an exceptional memory, wearing a 1950s diner uniform.
4. Cass Denkins – This former cop hides their face with a fedora.
5. Kymber Tand'ell-Jones – Legal clerk at a genetics lab, and lover of expensive watches.
6. Linn Khenseth – Cleaner in a luxury spa hotel. Their deep brown eyes notice every detail.
7. Soulkeeper Quill – Youthful priest who listens to the confessions of the elite.
8. Vaxx_SoVa – Social media star with 25 billion loyal followers.

1d8

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A SPECIAL THANKS TO OUR EARLY SUPPORTERS

A DERDA, A.K. CYRWAY, AAR, ABE HIKURA, ADRIAN MONEY, AHRIA ROSE, ALEX FULLER, ALEX J RODWELL, ALEXANDER ASHLEY, ALEXANDER MCKECHNIE, ALICE SWAN, ALISON GRIFFITHS, ALISONMANIC, ALLAN JOHNSTON, AMANDA MARIE, AMANDA PERRY, AMANDA SANDERLIN, AMY BILODEAU, AMY FROST, AMY GILES, ANASTASIA ALLEN, ANASTAZIA, ANDREW COOPER, ANDREW ROBINSON, ANDUS PANDUS, ANDY CAHARD, ANDY MADDISON, ANDY NICHOLAS, ANDY YEOH, ANNA TRUWE, ANOOP SHESHADRI, ANTHONY C MACKARONIS, ANTHONY ROBINSON, ARIANE BESTEL, ARLAIS SOL, ASHLEE BAYSINGER, BARRY CHAPMAN, BASTIAN PULS, BEKAH SANCHEZ, BEN COLLINGS, BEN LEWIS, BERNADEHT EBEL, BLAKE TAYLOR, BORIS, BRAD BARCO, BRAD LUDWIG, BRÉANAINN FLANAGAN, BRENDON KEREKES, BRIAN MASSELINK, BRIAN SMITH, BROCK WAGER, CALLAN HOWITT, CALLIOPE QUESSENBERRY, CAROL & JAMIE MCINTOSH, CAROLYN DEPEW MORALES, CARRIE A BIERMANN, CASSANDRA MAIER, CAT PODESTA-MOONEY, CATASTROPHI, CATE WIKTOROWSKI, CHEIF SI, CHRIS GALUSHA, CHRIS HALLIDAY, CHRIS MANGUM, CHRIS MUIR, CHRISTIAN BIANCHI, CHRISTIE JENNINGS-WYCKOFF, CHRISTINA DANATHAR, CHRISTINA SPURRELL, CHRISTOPHER ELLIS, CHRISTY BIGGS, CHUCK BARBEE, CHUCK DEE, CODY ZICK, COLE E. CLARK, COLE TANNER, COLIN BOKLAGE, CONNOR EVELICH, COREY RAINES, CORNELIA HEBRANK, CORNELL DALY, CORY CLARK, CPK, CRAIG DEY, CREW OF THE KELSA MIKKE, CYROUL, D. SCOTT STEWART, DAGDA, DAISY WHITE, DAN & GORDON PREWITT, DAN PALMER, DANIADVENTURES, DANIEL COBLEY, DANIEL LEHTO, DANIEL LEVITT, DANIEL PROVENCIO, DANIEL PRZYBYLSKI, DANIEL PYE, DANNY AWALT JR., DANYELLE MARTIN-GUTIERREZ, DARREN GREEN, DARREN J. HRON, DARRYL JOHNSON, DAVE BARDY, DAVE MCCOWN, DAVID CHUMILLAS, DAVID EMMONS, DAVID JAMIESON, DAVID NIVENS, DAVID R. MILER, DAVID DONOVAN-WALM, DAVID THORP, DAVID WOO, DAWNOFWARIO, DENNIS M., DIOGO NOGUEIRA, DIONNE BUTLER, DM EVILEBEARD, DOMINIK WASZCZUK, DONALD STEWART III, DUNCAN WATSON, EBLADE, EDWARD DURANT, EDWARD RAY, ELF VESALA, ELIJAH DIXON, ELLE BORLAND, EMILY AND CYPHER, ERICA D., ERICH SCHMIDT, ERICK CHRISTGAU, ESTEBAN SALAZAR, ETHAN FIELD, EVELYN B, EWAN SPENCE, EXCALIBURSZONE, FABRICE GATILLE, FAYTALITY, FLORIAN STRZELECKI, GABRIEL BELL, GAME MASTERS TABLE, GARORUSSDM, GARRETT SPYHALSKI, GENE DEMAITRE, GÉRARD KRAUS, GIRLS GUIDE TO DUNGEONEERING, GLENN DUNCAN, GOOFYGG, GREG DREIKOSEN, GRIFFON PRIESTLEY, GUARDIAN J, GUS SIRIANNI, GUY JACKSON, HERTZEIL, HIRUMA EDO, HRISTO SIMEONOV, IVY VERITY, J. 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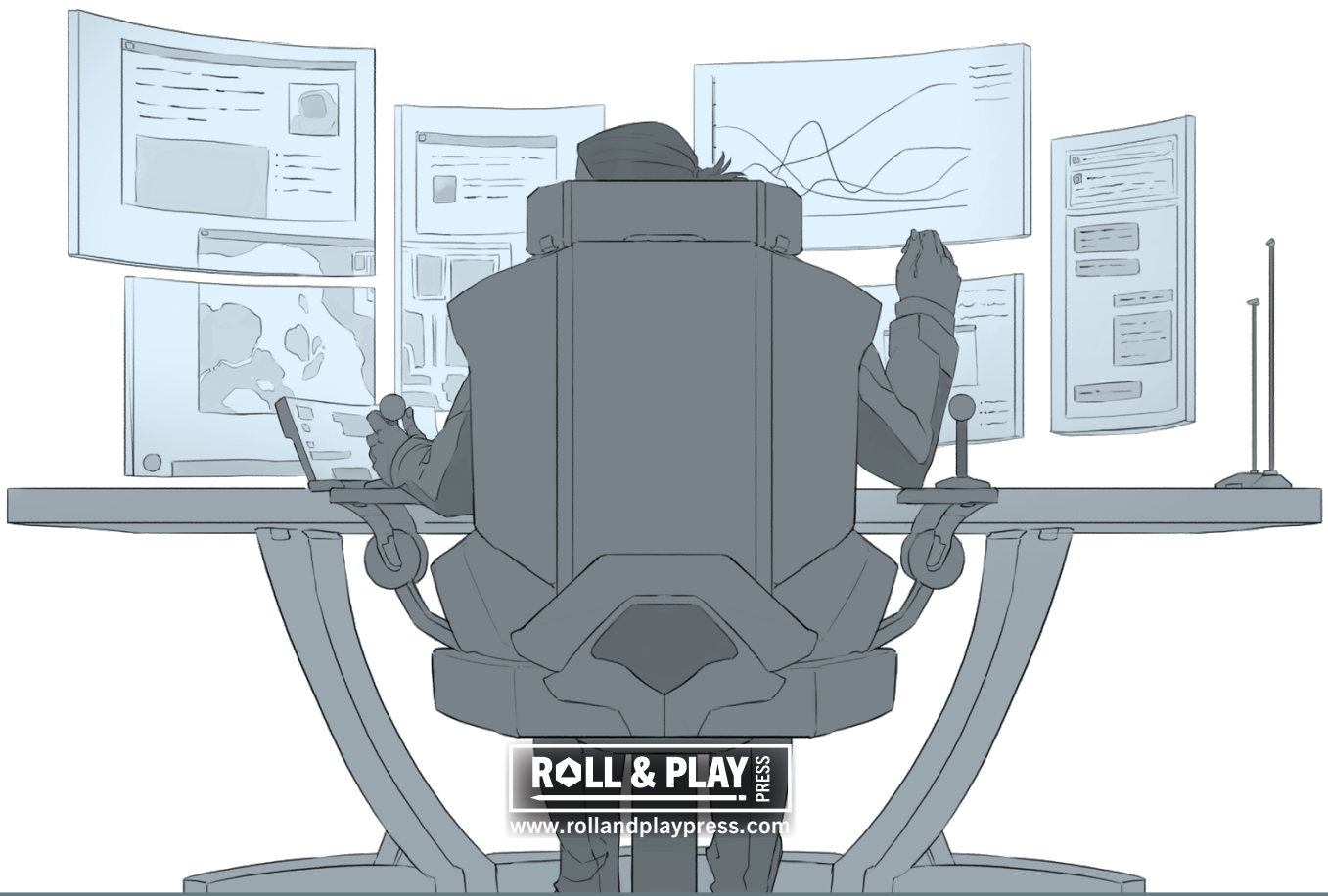

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